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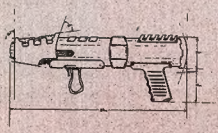

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March, 1998

Number 4.4

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Audit Bureau of Circulations

Feature of the Future

MULTIPLAYER: a pretty powerful word in today's gaming community. For PCs the term is becoming a standard feature, and in the console market, it's one of the most sought-after attributes in all of gaming. Not long ago, this was a great option in both gaming communities that caused lots of excitement but nowhere near as much expectation. Today, the demands are higher than ever, and this feature of the future could very well decide the victor in the console wars.

For the most part, console gaming has been geared around one- or two-player action. A precious few, like Bomberman, have helped break that mold, but these were few and far between. The rise of the fighting genre (which saved arcades from certain doom) has also added to the pool. However, even with all the sports and fighting game clones, most games have remained one- or two-player experiences. Shortly after the release of the Nintendo 64, the ante was about to be upped. While the PlayStation has its share of multiplayer games through the use of its multitap, no one was prepared for the N64 to unleash hit after hit with great multiplayer gaming. The culmination of their multiplayer successes became more visible with the huge popularity of GoldenEye, but many other titles like Star Fox 64, Mario Kart 64, Duke Nukem 64 and WCW vs. NWO helped reinforce the N64's stance. Meanwhile, the PlayStation has lagged behind. The multitap is not a built-in feature and only a few games really used it well. Also, many that did were not the big-name games that were making headlines. As a strong irony, several of the best multiplayer games of all time (on PC that is) were released on the PS. While this may seem like a great coupe, the fact is both great titles Red Alert and Warcraft required you to physically "link" to another unit and TV source in order to be played. Even though these games can and do stand tall by themselves, the multiplayer ease and accessibility would have pushed them over the edge.

Is multiplayer gaming that important? In the PC world, for example, multiplayer gaming is at its peak and PC players demand multiplayer support. Recently PC games like Hellfire and Wing Commander Prophecy have gotten a lot of scorn for not having this option initially present. This has always been an ever-present thorn in the defense of PC vs. console gaming. This demand is not restricted to PC, however. As games like GoldenEye set the pace, others, like Quake, must be able to compete on the same grounds. This trend is starting to surface in many reviews and articles on gaming as of late. Multiplayer features are the hot topic and can sway reviewers and gamers alike. Many people have played and beaten their games, but it's the longevity of multiplayer gaming that has altered many opinions and purchases. This single feature can transcend almost all other aspects of gameplay by not only delivering a prepackaged and designed game, but by yielding the flexibility and complexity of utilizing this game's engine to your disposal. Add to this the elements of competition and its party "fun factor" and you simply get more game from your games.

If the gaming trends continue in the same fashion, we will probably see even more demand and response by console companies to capture the multiplayer audience. The big boom has already taken place on PC, and console games are sure to be even more competitive due to this fact. Whether the next frontier of gaming is over the Net or up close and in person, the multiplayer craze shows no signs of stopping. In the next-generation systems and software, this could very well be the feature that decides the winner in the console race.

Editor Stats:

Number of dead cars	two 300 ZXs
Recent PC conquests	WCP, Fallout, Blade Runner, Hellfire, Monkey Isl. 3
Recent console conquests	Yoshi's Story, Skullmonkey, RE2, Bloody Roar, Abe
Favorite figures	Beastwars
Biggest upset	Green Bay chokes in the Super Bowl

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number 45

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If you think you've been everywhere in this game, think again! There's a secret cellar

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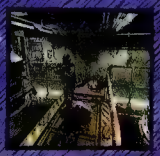
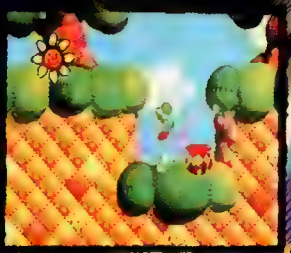
Find out how to get new monsters off of different CDs, plus learn how to prolong your monster's life

26 **resident evil 2**
Beat the game certain ways and you could get two new characters or change your outfit



trick of the month
wcw nitro
24 By entering certain codes, you get secrets galore: characters, rings

everyone's favorite dino is back!



Yoshi makes his starring debut on the Nintendo 64 in Yoshi's Story. Although he is adorable, Yoshi faces some fierce baddies. So in this issue, we will provide maps to all 24 levels; show locations to healing flowers, egg boxes and the much-needed hearts; plus give tips and secrets. It's Yoshi time on PAGE 48.

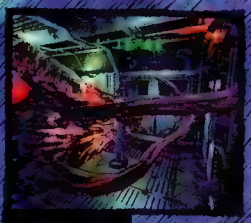
"Sniffing is a major tool for Yoshi, especially for finding coins."

arcade feature

extreme fighting

Just when you thought you knew it all, Mortal Kombat 4 undergoes new changes! However, we have the secrets to boost your MK4 know-how as well as the awesome moves for Fighting Bujutsu. The fists start flying on PAGE 100.

strategies



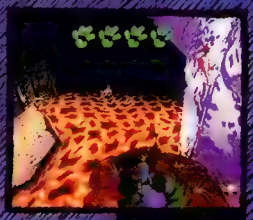
more blood and gore with part two of the Resident Evil 2 guide

Last issue, we gave you a little meaty taste of the sequel to Resident Evil. This issue gamers rejoice as part two of this fleshy strategy guide. Tons of maps, all the secrets and play strategies for all the characters will prevent you from becoming zombie chow! Cut's nothing that spilling on PAGE 70.

"The secret character Hunk is one of the soldiers sent by Umbrella..."

70

leaping Lizards and mega Bosses

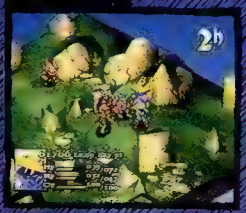


Lee is up to his usual smart-aleck antics, and this time he has gotten sucked into a weird TV related world. Now he has to battle his way through wacky levels, defeating even wackier bad dudes. In Part One of our Lee Enter the Gecko guide, we locate all of the tenants for the first half of the game and give advice for beating the Bosses. The 3-D adventure begins on PAGE 86.

"Getting to the top of the volcano is a daunting task."

88

92



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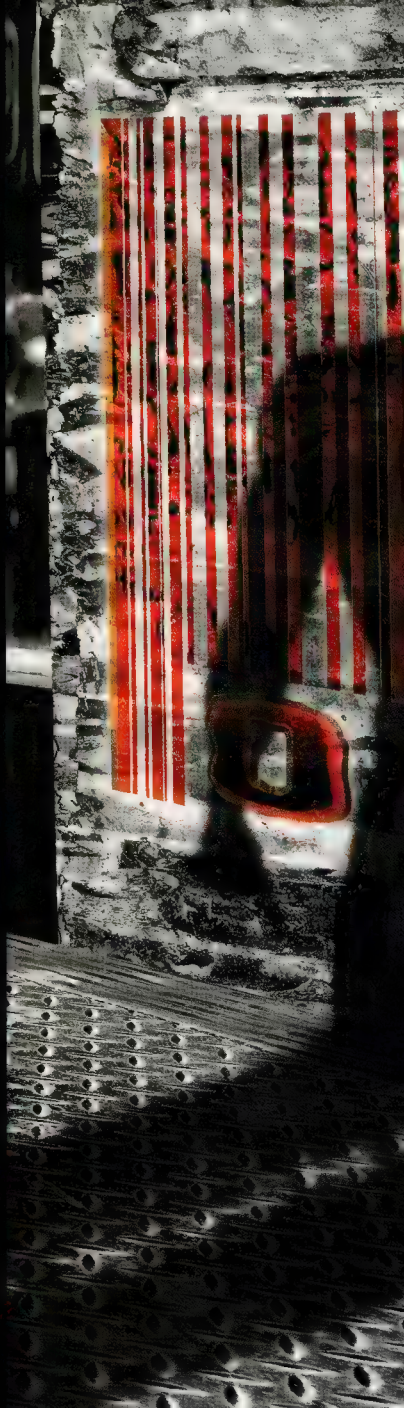

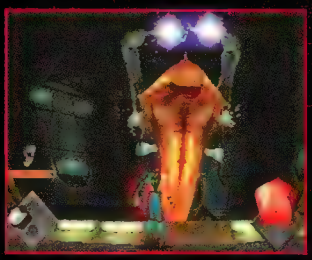

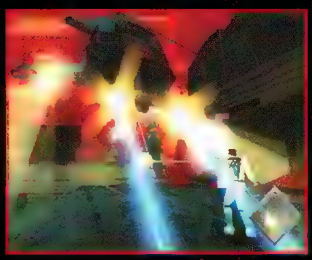

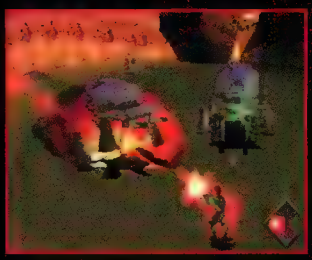

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Written by
The Gaming Goddess

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LETTER OF THE MONTH

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Dear EGM²,

I have a problem: I don't get my fill of import titles at all. My PlayStation and Saturn were designed to play U.S. games, however Japanese gamers get the best of both worlds!

I love the attitude Japan has toward their gamers regarding releasing titles—it's not strictly for the money. But in the U.S., it's strictly for the money, therefore the companies release games I don't care for. I don't want Batman Forever, Vs., Bubsy 3D or any of the damned Clay Fighters. I want Tobal 2, ALL the Final Fantasy series and Macross titles!

I know about the costs, red tape and other crap, but I would gladly shell out my THOUSANDS of dollars I spend on these titles mentioned above rather than read how Acclaim or Hasbro want to make the next "big fighter." If someone would only take the time to port or translate these games, they would make a LOT of money and acquire a loyal following of gamers.

Gamers are a very different breed of people; we consist of all races, creed and cultures. Having been all over the world, I still haven't run into a gamer who hasn't appreciated the other for their shared interest.

I hope Capcom, Namco, Sega, Sony, Nintendo and all the other big-wigs wake up and listen to their gamers before I start to milk this CASH COW myself. It's time they start to listen to the consumers, instead of the executives who think Pac-Man was a drifter in the '70s.

Wayne Franklin
via the Internet

Unfortunately, businesses are out to make money. If they think a certain game won't sell in the States, they won't spend the cash to port it over. Look at what happened to RPGs.

For years, companies thought that the U.S. RPG market was too risky to import Japanese RPGs. However, with the release of Final Fantasy VII and its popularity skyrocketing, hopefully companies will change their minds regarding this so-called "small" market.

Gamers should continue to put pressure on companies to release certain titles by writing to them or to us. It might change their minds.

Wayne won an InterAct Control Pad for the N64, PlayStation or Saturn!

Get down & buggy

Dear EGM²,

After beating PaRappa the Rapper for the fourth time, I wanted to show Matt, my friend, how to get "Cool," so he could rap Freestyle. However, when I got "Cool" and started rapping Freestyle, Chop Chop Master Onion came out and started breakdancing. I don't mean just doing the splits—he did everything!

Did I find some secret or does this just randomly happen?

Danny Hitt
Shoreline, WA

It is a secret and it is random. Depending on how well you rap in Freestyle, different animations will appear.

Passing a walrus

Dear EGM²,

Your hint for beating the Walrus Boss (Diddy Kong Racing) for the second time stated to boost ahead for an early lead to win. After 32 tries, I give up! Is there something I'm doing wrong?

Nick Olivas
Medford, OR

Here are a few hints for beating the walrus: Try not to ride high, keep in the center when racing and use the jumps to get ahead. Follow these tips and you should be victorious!

Defeating the Walrus Boss for the second time just takes practice!

An end to MK4

Dear EGM²,

I was wondering if Kai has two endings, and what is Reiko's ending? Thanks.

steve
via the Internet

Dear EGM²,

In *EGM²* #43, the Game Over section for MK4 said that Kai's ending was a mystery, but on the next page it said that Kai received Raiden's lightning stick. Please explain. Plus, is Reiko's ending a mystery?

swkim
via the Internet

Due to a printing error, Reiko's ending was omitted. Kai does not have two endings. He does receive Raiden's Lightning staff. However, Reiko's ending is a mystery. He is in a room when a

Attention All TRUE Hardcore Players!

Thanks to EGM²'s incredible growth, we are looking for freelancers based in the Chicago area to help with maps and strategy guides. Interested applicants should send resumes to the address at the top of the page or e-mail to nelson_taruc@zd.com.

LETTER OF THE MONTH Contest Rules.

1. **No Purchase Necessary.** To enter, send your letter to "Greatest Letters to the Editor", 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail to us at EGM² Mail. All entries must include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of EGM². Sponsors assume no responsibility for lost, misrouted, late-delayed, illegible, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.

2. **Prizes.** One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Sharp Pod Mini Mini Disc, One (1) Program Pad for the PlayStation, or One (1) Edition Pad for the Saturn. Grand prize has an approximate retail value of less than $150. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (1) originality (50%), and (2) humor (50%). Judging to be held on or about the 10th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," 1920 HIGHLAND AVE., SUITE 222, LOMBARD, IL 60148.

3. Eligibility. Non-consolidated with the trade newsletters contact through or result of any prize/prize notification are unobtainable will void. Disqualification. Winners of their legal guardians shall sign an affidavit of eligibility/release of liability/prizes acceptance within 3 days of receipt of his/her prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purpose of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of EGM², Sharp Inc., Interact Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages. Taxes or expenses that consumers might incur as a result of the contest or receipt of prize. Winners accepting prize agree that all prizes are awarded on the condition that EGM², Sharp Inc., Interact Accessories and their agents, representatives and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes.

4. Winners' List. For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners List", 1920 Highland Ave., Suite 222, Lombard, IL 60148. Requests for winners lists must be received by the 15th day of next month following the on-sale date.

5. Sponsors. This contest is sponsored by EGM², Sharp Inc. and Interact Accessories, Inc. Sharp, EGM² Sharp Inc. All rights reserved. Printed in USA.

TOP of the World

Find out which games made #1 on the console systems, pinball, arcade, in Japan and in the editors' eyes.

HOWARD "KYLE" GROSSMAN

1. Yoshi's Story
2. Resident Evil 2
3. Gex: Enter the Gecko
4. Skullmonkeys
5. Bloody Roar

TIM "CHEF" DAVIS

1. Yoshi's Story
2. X-Men vs. SF
3. Resident Evil 2
4. Mystical Ninja S.G.
5. Alundra

ANDY "PIP" BARAN

1. Yoshi's Story
2. Gex: Enter the Gecko
3. Laser Quest
4. Q-Zar
5. Virtual Springfield

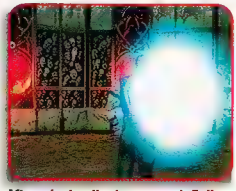
THE GAMING "WENDY" GODDESS

1. Tomb Raider II
2. Yoshi's Story
3. Monster Rancher
4. Diddy Kong Racing
5. Resident Evil 2

STRATEGY TALK

The Goddess clears up some MK4 and Diddy Kong Racing problems, answers the riddle of a breakdancing onion and much more.

light appears. He steps into the light and disappears. We apologize for the misprint.



After winning the tournament, Reiko disappears into an unknown light!

Neat raiding gear

Dear EGM²,

In the Training Mode in Tomb Raider II, I found a hole in the maze in the front yard. After falling down the hole, I found flares and a switch. I pressed the switch and timed it perfectly so I could make it to the door, which lead to a long stairway.

I went down it and lit a flare that revealed chests and big windows. I peered through the window and saw a statue, lots of dirt and lights flickering in the background. However, I couldn't find a way out there.

Could you please tell me if there is a way to get there and if there are any other secrets in the Training Mode.

Mitch Curry
Lexington, NC

Congrats, Mitch, on discovering the technique required to access the previously sealed off depths of Lara's elaborate estate. But if there is a way to get behind the glass-encased trophy room below, it is not presently known. (If anybody out there finds it, let us know!)

The only other area of interest in the mansion is more a cute trick than a secret. You can lock that annoying old servant who's constantly following you around in the kitchen's meat locker. Simply wait for him to enter the locker, run out and close the door using the switch outside.

X marks the spot

Dear EGM²,

In Diddy Kong Racing, where is the Dragon Forest located?

Joshua Tibbetts
Orleans, Ontario

It is right behind the waterfall. Look at the map below for help.

The red X shows the location of the Dragon Forest.

Myth of bloopers

Dear EGM²,

When playing the PS version of MK Mythologies, I got through the first board and started watching the movie. After Quan Chi said that he was not on the best of terms with the god of thunder and started to walk back toward Sub-Zero, my game started glitching and showed every movie plus bloopers. What did I do?

Jon Nowak
Lecanto, FL

We're not sure what you did. If you could tell us in detail what happened, perhaps we could solve this mystery. Maybe you uncovered a code! Do any of our readers know what Jon did? If you do know, write us with the exact details so we can pass it on to our fellow gamers.

New pair of shoes

Dear EGM²,

When I was playing Tomb Raider II, I noticed that Lara always swims with her clothes on. I have seen pictures of her in a swimsuit, so I went into her bedroom and looked for a dresser or closet that might contain a "secret" outfit. I found a door next to her bed that I think is a closet but it needs a key.

I searched everywhere. I found a maze made out of tall bushes, and when I made my way through it, there was a room with some flares and a switch. When I used the switch, it opened a door in the house. (I think the door is somehow related to the key.) I went back through the maze and into the house, but when I got back there, the door was already closed. So I went back and hit the switch again, but I still was too late. Can you help me?

Tim Staven
Bismark, ND

Don't waste your time trying to figure out that locked door in her bedroom (OK, so I did the same thing); it will come into play at the end of the game. In regards to the door leading to Lara's basement, only the quickest path through the maze will allow you to reach it in time before it closes. The directions are as follows: After you move the switch in her garden, go back down into the tunnel, climb out and run until you reach the wall of her house. Make a left. Follow the zigzags and take a right at the first intersection. At the next intersection, take the second left you come to and then a right at all following intersections. With practice you'll be able to reach the opened door in no time.

Q&A Winner

In Issue #41, we published the three best video game ideas and asked you, the readers, to vote on them. We have tallied up the votes, and Roel Cruz of the Philippines was voted by our readers to have the best idea! Roel wins the satisfaction of knowing that his idea sparked so many positive remarks from our readers!

Trash Talk
Dish out some of your best intimidating and taunting comments. No swearing!
• Wow, you're actually beating a game. Oh wait, that's me.
• I could be bound and gagged and you still couldn't beat me.
• Do I have to sound it out? You're a LOSE...SER!
Trevor Timbers
Bruce, WI
• No, I'm really not that good... you just SUCK!
• Try it in Practice Mode—wait, that might be too hard for you!
Cooper Brubacher
Bratton, MI

Console Games

1. [illegible]
2. Point Blank — PS/Namco
3. Klonoa — PS/Namco
4. Final Fantasy Tactics — PS/SCEA
5. Snowboard Kids — N64/Atlus

Pinball Games

1. Medieval Madness — Williams
2. X-Files — Sega
3. Attack From Mars — Bally
4. Scared Stiff — Bally
5. Cirqus Voltaire — Bally

Arcade Games

1. Tekken 3 — Namco
2. Striker 1945 Part II — Worldwide Video
3. Golden Tee '97 — Incred. Tech.
4. Egg Venture — ICE
5. Golden Tee 3D Golf — Incred. Tech.

Japanese Games

1. Chocobo's Mysterious Dungeon — PS/Square
2. Gran Turismo — PS/Sony
3. Tales of Destiny — PS/Namco
4. Crash Bandicoot 2 — PS/Sony
5. Train De Go! — PS/Taito

Q&A

The Goddess informs readers of a PS version of Rush and when a new Bond game will be released. She also explains the Tricks prize system and a few Forum rules.

Rush for the PS

Dear EGM²,

I was wondering if San Francisco Rush will be coming to the PlayStation.

Chris Lamoureux
Davenport, Iowa

As of press time, San Francisco Rush will be out for the PS in the first quarter of 1998.

Bond, more Bond

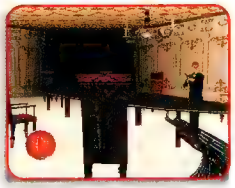
Can the PS version of Rush stand up to the N64 one (pictured above)?

Dear EGM²,

I recently received GoldenEye for the N64 as a gift for the holidays. I absolutely love the game. I was wondering if there will be another James Bond game any time soon?

Mike Krause
Houston, Texas

As reported in EGM, Tomorrow Never Dies is scheduled for a fall release on the Sony PlayStation. Info is limited, but we do know that the game picks up where the movie left off—and features different gameplay styles such as driving and 3-D shooting (much like Die Hard Trilogy). The game is being developed by Black Ops Entertainment, the company that made Treasures of the Deep.



Tomorrow Never Dies should be as fun as GoldenEye 007.

Cheaters winning?

Dear EGM²,

Although your magazine is great, I have just one complaint: I'm tired of all these losers sending in their codes and winning. I wouldn't have a problem if they actually hacked this stuff on their own, instead all they do is go to a cheat source where you can find all the latest cheats! Furthermore, I'm ashamed of you guys for giving them free stuff when all they did was copy.

I feel that these people should not be published in your magazine or in any other magazine.

arron
via the Internet

The Trick fellas do have certain checks and balances when awarding prizes. However, we work on issues months in advance (which is the norm for many magazines).

So although a gamer might send in an original code and we accept it as a prize winner, by the time the readers are getting the latest copy of EGM or EGM², that particular code might already be on the Internet by then.

Now that we are well on our way into 1998, I'd like to restate a few Gamers' Forum rules. So if you want to make the Goddess happy, please follow them.

If you have a problem with your subscription, please contact our subscription department by writing to EGM²; P.O. Box 55371; Boulder, CO 80328-5371 or call (303) 665-8930 or visit our subscription Web site http://subscribe.egm2.com/service.

The Goddess gets hundreds of letters a day, so I cannot answer any letter personally (no matter how much you beg or curse).

Please state the game name and system that it is on when writing about a strategy question. The Goddess has simple mortals opening and filing her mail, and sometimes they don't understand where to file "Help! I'm stuck in Level Three."

And as always, EGM² reserves the right to edit any correspondence for space purposes.

Also, keep sending in pictures of yourself! The Goddess loves to see our readers' mugs!

WHAT IF?

OK, here's another chance to let your creativity really shine! Send your "What Ifs" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing you can imagine and write it down! Easy enough!

...Puff Daddy was in PaRappa the Rapper?
...the Pillsbury Doughboy was a hidden character in Clay Fighter 63 1/3?
...I could beat Giuseppe Contelli's What Ifs record?
(Goddess' note: Let's get ready to RUMBLE!!!)

Danny Snitzky
Houston, Texas

...Coyote caught the Roadrunner?
...Leisure Suit Larry teamed up with Lara Croft?

Mike Niederquell
Clawson, MI

...Austin Powers made his own video game?
...Jackie Chan fought Batman?
...they made an RPG with Beavis and Butt-head?
...Ronald McDonald fights James Bond in GoldenEye?
...James Bond's wife was Janet Reno?
...there's a game called *Scream*?

goodlin123
via the Internet

EGM² LETTER ART

Patrick Kinsella
Belleville, IL

Derrick Rathgeber
Blythe, CA

Anthony Montemar
San Jose, CA

Charles Kusiak
Macomb Twp., MI

Or at least get your in the magazine and win a controller from Ascii (First Prize Only)!

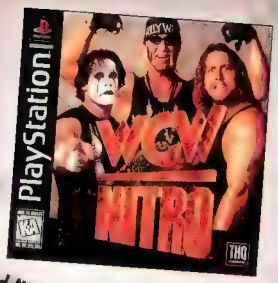
WINNER

Joel Lindow, Thornton, CO, won an ASCII Specialized Control Pad for the PlayStation.

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*

Put your creative skills to the test by decking out a plain #10 envelope (you know, the long business type) with your own unique touch. Send your letter art submission to: *EGM²* Letter Art, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. (Note: Entries submitted on anything other than a #10 envelope will be disqualified.)

too much for you?



Over 20 WCW and NWO superstars with all of their special moves & taunts, awesome tag team action, real ring announcers and theme music, "run-in" match disruptions, hidden characters including managers... It's enough to make your head swim.

"The most true-to-life wrestling game on the market!"
- Gamespot

Featuring: Hollywood Hogan, "Macho Man" Randy Savage, Lex Luger, Syxx, Ric Flair, Sting, The Giant, Dean Malenko, and many more!

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ONLINE

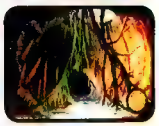
The GameSpot Network features content from magazines like *Electronic Gaming Monthly*, *EGM²* and *Computer Gaming World*, in addition to content created by SpotMedia Communications.

videogamespot

Surf the Web in style on VideoGameSpot, the premier source of video game information on the Web. Nowhere else will you find a complete archive of previews, reviews and news for all of the top systems—PlayStation, Nintendo 64 and Saturn—plus arcade, too!

News

Although still in its early stages, these new creatures and levels give gamers a taste of what they can look forward to in Turok 2.



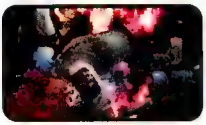
■ Everyone's favorite dinosaur smasher returns in the sequel to Turok: Dinosaur Hunter. Although the shots shown on VideoGameSpot are still preliminary, **Turok 2** looks to have the same numerous gruesome enemies and rich environments as the first game did.

■ VideoGameSpot reports that **Sega** is developing a portable system to be released simultaneously with its next system. Believed to have a data link-up feature to exchange information, the portable could offer the same kind of connectivity Nintendo has with its 64GB Pak.

■ Rumor has it that **Square** has become a Nintendo 64 licensee. Square is also supposedly developing a game from the Secret of Mana series—a series that Square is not developing for the PlayStation. Check out VideoGameSpot for the complete article.

Guide to Evil 2

It's a little frightening being on your own with a town filled with flesh-eating zombies. So if you missed part one of *EGM²*'s Resident Evil 2 guide (part two is in this issue), VideoGameSpot has instant how-to-not-become-zombie-breakfast tips.



If you don't check out the strategy guide, unfortunately, this could be you!

Online: New and Improved!

If you just can't get enough of *EGM²* (or our sister publication *EGM*) in print, check us out online with our newly redesigned Web site! It's the only place where you'll get expanded coverage about our features, news, previews, reviews and strategy guides—as well as give you the chance to offer feedback! Here's just a snippet of cool info found in *EGM* issue 104:

...According to Q-Mann's Japanese supersleuth friend, Terry Aki, Nintendo's 64DD plans are going smoothly for the Japanese release date. However, there's gossip that the 64DD's U.S. release will be delayed until the first quarter of 1999—or there is even a chance that it might *NOT* even be released in the U.S.!

...With the possible no-show of the 64DD on this side of the ocean, *EGM* reports that Nintendo will be stretching out their release dates on the much-anticipated games such as Yoshi's Story (March 9), Cruis'n World (June 29) and Banjo-Kazooie (July 27). These delays could spell trouble for the release of Zelda: The Ocarina of Time and F-Zero X.

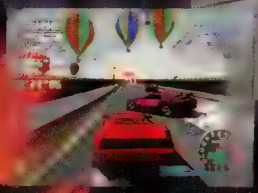
www.videogames.com

For daily news updates from the editors of EGM, EGM², VideoGameSpot, GameSpot and Computer Gaming World visit: http://www.videogames.com

Pray your license expires

PlayStation

RAY TRACERS



"A total rush... The undisputed king of combat racing games!"
–Tips and Tricks

before you do.

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KIDS TO ADULTS
CONTENT RATED BY ESRB

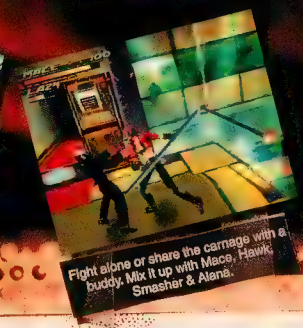
THQ

EIDOS INTERACTIVE

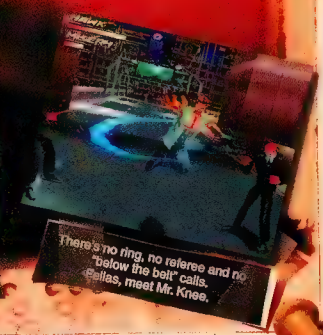
You've been warned.

CORE

Go play in traffic. Use oncoming cars to turn hoodlums into hood ornaments.



Fight alone or share the carnage with a buddy. Mix it up with Mace, Hawk, Smasher & Alana.



There's no ring, no referee and no "below the belt" calls. Fellas, meet Mr. Knee.

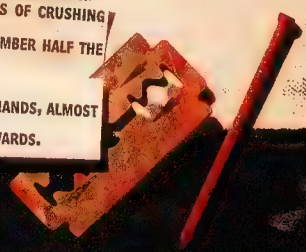
Fighting Force, Hawk Manson, Ben Smasher Jackson, Mace Daniels, Alana McKendrick, and their likeness, and Eidos Interactive are trademarks of Eidos Interactive © 1997 Eidos.

"LOOK BOTH WAYS BEFORE CROSSING THE STREET. THEY USUALLY ATTACK IN PAIRS."

– Hawk Manson

YOU WANNA FIGHT? TAKE IT OUTSIDE. BECAUSE THIS BATTLE IS TOO BIG FOR SOME SKINNY ASS ARENA. 4 KILLER CHARACTERS. DOZENS OF BRUTAL WEAPONS. TONS OF CRUSHING MOVES. AND VICIOUS 3D ACTION THAT GOES SO FAST, THERE'S ONLY TIME TO REMEMBER HALF THE GOLDEN RULE.

SO BY ANY AND ALL MEANS, DO UNTO OTHERS. BECAUSE IN YOUR HANDS, ALMOST ANYTHING CAN BECOME A WEAPON. JUST REMEMBER TO WASH THEM AFTERWARDS.



FIGHTING FORCE

www.fightingforce.com

tricks of the trade

Score big with a GameShark from InterAct Accessories and *EGM²*

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the people at InterAct. If you are given credit for submitting a great trick in this section, you will win a free game. For more details and rules on the contest, read the text below. E-mail your tricks and cheats to: **tricks@zd.com** and be sure to include your name, address, city, state and zip. Or you can mail your tricks to:

Tricks of the Trade
1920 Highland Ave. Suite 222
Lombard, IL 60148

Contests like this are only found in the Best Video Game Mag, *EGM²*!

TRICK OF THE MONTH

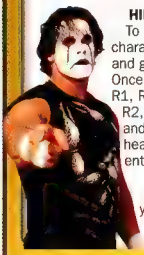
WCW Nitro

System PlayStation **Publisher** THQ

You'll hear a sound if you enter the hidden characters code right.

You will then have access to all of the hidden fighters.

Enter the Hidden Rings code here in the Options Screen.



HIDDEN CHARACTERS
To get all of the secret characters, start the game and get to the Title Screen. Once there press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2 and Select. You should hear a noise if you entered it correctly.

HIDDEN RINGS
This code will give you a couple new rings to play on. To start, go to the Options Screen and have the Ring Option highlighted. Then press R1, R2, R1, R2 or L1, L2, L1, L2 and Select. This will scroll the ring selection over in a direction and eventually give you access to a new one.

SECRET RANTS
To get a secret rant for Alex Wright or Eddie Guererro, press O repeatedly on them at the Character Select Screen.

SWELLED HEAD
To make your fighter's head grow each time you get hit or hit someone, press R1, R1, R1, R1, R1, R1, R1, R2 and Select at the Character Selection Screen.

BIG HEAD
To start the match with a big head, press L1, L1, L1, L1, L1, L1, L1, L2 and Select at the Character Select Screen.

Jason Rivera
Riverdale, GA

Cheat Sheet

Secret Rings, Wrestlers

Enter these codes on the specific screen to get hidden fighters, rings and some special effects that alter the appearance of your wrestler.

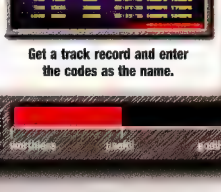
POWER TRIP: worthless — useful — godlike

Test Drive 4

System PlayStation **Publisher** Accolade

There are several codes you can turn on. However, you must first race a track and get a course record. Then enter these codes as your name.
To get the bonus tracks enter: KNACKED
To get the bonus cars enter: SAUSAGE
To get a nitro boost every time you honk your horn enter: WHOOOOSH
To get small RC cars enter: MJCIM.RC
For any of these codes to work, you must have the timer and traffic options clicked on.

Adam Hoekstra
Ontario, Canada



Get a track record and enter the codes as the name.

Cheat Sheet

Game Secrets

Race a track and get a course record. Enter in these codes at the High Score Screen to get various effects.

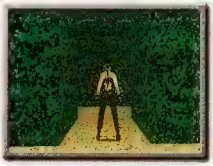
POWER TRIP: lame — useful — godlike

Contest Rules:
1. **No Purchase Necessary:** To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade", 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail us at egmtrix@mcs.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by March 8th, 1998. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization, or household per issue. Winning entries may be printed in *EGM²* and/or *EGM*, however, only one prize shall be awarded.
2. **Prizes:** First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of $129.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about March 25, 1998. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. **Odds of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.
4. **Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff-Davis Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff-Davis Inc, InterAct Accessories nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that winners might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff-Davis Inc, InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List", 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Requests for winners lists must be received by the 15th day of next month following the on sale date of the publication. Allow 4 weeks for delivery of winners list.
6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. **Sponsors:** This contest is sponsored by Ziff-Davis Inc and InterAct Accessories, Inc. ©1998 Ziff-Davis Inc. All Rights Reserved. Printed in USA.

tricks of the trade

Tomb Raider II

System PlayStation **Publisher** Eidos



Start Lara Croft at the opening to the hedge maze.

Make your way to this hole then head down and out.

Pick up the flares and push the button to open the secret door.

Think you've seen all that Tomb Raider II has to offer? Maybe you've missed this top-secret area: the cellar.

To get to the cellar you must start in Lara's home, then go to the hedge maze.

From the entrance take a left turn, then take the second right, then turn left, then right, another right, turn left and finally go right. There should be a hole in the ground there; jump in it. Follow the passageway to the end and get out. Get the box of flares and push the button between the statues.

You will then have 1:12 to get out of the maze and enter the secret door next to the grandfather clock. (You'll have to run like a madman, er, madwoman). Once there, use the flares to see Lara's riches.

Ryan Dee Stow, MA

Navigate your way through the hedge maze and run as quickly as you can to the mansion. The door to the right of the clock opens up.

Cheat Sheet

Secret Cellar

Go to the center of the hedge maze. From there push the button, grab the flares and run back to her house. Go to the door next to the clock.

POWER TRIP

Resident Evil DC

System [illegible] **Publisher** [illegible]

Cheat Sheet Button Config.

While playing a game, hit the Start and Select buttons at the same time. You'll be given a screen that'll let you alter the button configuration.

Ever wish you could alter the complicated controller layout for Resident Evil? Well, there is an easy solution to this, which isn't patently obvious! Press the Select and Start buttons simultaneously during a game to show the Button Configuration Screen.

via the Internet from Kibbles021

Hate using those top Shift buttons? Now you can make that change!

Robotron 64

System [illegible] **Publisher** [illegible]

Cheat Sheet Various Game Cheats

Enter these codes either while playing or in the Main Screen or Setup Menu to get the desired effect. You'll have to do them fairly quickly!

Enter any of these codes to affect the gameplay. Some must be entered from the Setup Screen; others must be entered while playing the game.

AT THE MAIN SCREEN

50 Extra Lives: Up, Up, Down, Down, Left, Right, Left, Right, C-Left, C-Right, C-Left, C-Right.

Level Select (find the results in the Setup Menu): Down, Up, C-Left, Down, C-Left, C-Right, Down, C-Right.

AT THE SETUP MENU

Game Boy Mode (black-and-white graphics): Up, Down, Right, C-Left, Down, Up, Left, C-Right, Up, Down.

WHILE IN GAME

Flame Thrower: Down, Right, Down, Right, C-Right.

Four-Way Fire: Down, Down, Up, C-Right.

Radiation Spray: Up, Down, C-Right, C-Left.

Shield: Down, Left, C-Left, C-Right.

Speed Up: Left, Left, Right, Right, C-Up.

Three-Way Fire: Right, Right, C-Left, C-Down.

Two-Way Fire: Up, C-Up, Up, C-Up.

James Sookame Los Angeles, CA

Enter the Lives and Level Select codes at this screen. Be quick!

Use the weapon codes while playing for an instant power-up.

Final Fantasy VII

(Sony/PlayStation)

Cure Your Party's HP

This way to cure your party is a little unorthodox, but it does work. Start by putting your Battle Mode onto active. Next, cast Regen on your party and one other spell. After your character casts Regen, open the PlayStation door. You must open the door before the next spell is cast. When the game attempts to load the next spell, the game will just hang there—but time will continue to elapse! Now all you have to do is sit back and watch your hit points climb. When they reach normal shut the door of the PlayStation. The music will slow down for a second and then the game will catch up and everything will be back to normal. Instant heal!

Douglas Christensen, Jr. Brimley, MI

Street Fighter Collection

(Capcom/PlayStation)

Play as Cammy

Cammy is hidden on the second CD. To get her, play through with M. Bison and get a first-place score. Enter your initials as CAM. She will now be available in the Versus Mode only. To get her, highlight M. Bison and press Start twice over him.

tricks of the trade

Dragon Ball GT: Final Bout

(Bandai/PlayStation)

Six Hidden Characters

To gain access to six more characters in the game, start the game and go to the Title Screen. From the Title Screen press Right, Left, Down, Up, Right, Left, Down, Up. If done correctly, you should hear a sound. Now if you check the Character Selection Menu, you will have a total of 16 characters to choose.

Porsche Challenge

(Sony/PlayStation)

More Cheat Codes

There are several cheat codes that you can use to affect gameplay. All of these codes must be entered at the Main Menu Screen. A laughing sound is made after each code is entered correctly:

Use Car Jumps: Square, Circle, Square, Circle.
Hyper Car: Select + Square, Select + Circle, Select + Square + Circle.
Tune Test Drive: Left + Circle, Right + Square + Select.
Fish Eye Lens: Square + Triangle + Circle, L1, L2, R2, R1.

via the internet from Hitman707@aol.com

Duke Nukem: Total Meltdown

(GT Interactive/PlayStation)

Health Recover

You can recover a little bit of energy whenever you are in a bathroom. Just walk up to the toilet and hit Triangle. You will gain back 10 points of energy.

Resident Evil 2

System [redacted]
Publisher [redacted]

Cheat Sheet: Secret Characters and Costumes

Beat the game completely with the best ratings and save them to find the secret characters and a secret game! Plus, get alternate outfits.

Beat the game with the best rating and you'll be able to play as Hunk.

In addition to the thrills and chills normally offered by Resident Evil 2, there are a couple of secret characters and special costumes worth finding.

Secret 1: Hunk. To get Hunk, beat a complete game (Claire and Leon) on the standard difficulty with an "A" rating. When the rating comes up on screen, you'll be able to save the scenario with Hunk as the character for a hidden game!

Secret 2: Tofu. This is a bit tougher. Now, beat three complete games, making sure that you get Hunk on your first or second try.

Secret 3: Alternate Costumes. You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates of that place, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. That key opens up a locker in a first-floor room below the stairs on the west side of the police department. Open it to find brand-new costumes for Claire and Leon, which will give you a slight advantage in terms of finishing the game.

For details about these secrets and how to get the "A" ratings, check out the second half of our Resident Evil 2 strategy in this issue!

Kevin Mitchum
Midwest City, OK

Duke Nukem 3D

System [redacted]
Publisher [redacted]

Cheat Sheet: Secret Options

Even the odds greatly by entering the codes below. Plus, find out how to unlock a hidden game.

The remainder of the Duke Nukem 3D codes have been found! Here they are:

All Weapons: Pause the game and press Z, X, X, Z, Y, Z, Y, X, Y.
No Monsters: At the Difficulty Screen press Z, Z, X, X, Y, X, Y, X, Z.
Turok-Style Controls: Pause the game and press Y, Y, Z, Z, X, X, Y, X, Z.
Unleash Death Tank Zwei: To get this hidden treat, you must beat the game and have destroyed all the toilet bowls in the game. You can also get it by having a save file from Quake or Powerslave on the Saturn saved game memory.

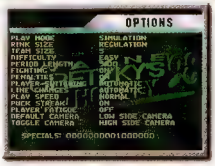
Nino Capul
Batasan Hills, Quezon City
Metro Manila, Philippines

Wayne Gretzky 3D Hockey '98

System Nintendo 64 Publisher Midway

Make your players invisible using the faceoff's replay.

The bonus teams can easily be gained from the Options Menu.



Watch the secret binary below to see when some codes are ready.

There are many specials that are hidden in this game.

To Get Some Bonus Teams: Go to the Options Screen. Hold the L button and press C-Right, C-Left, C-Left, C-Right, C-Left, C-Left, C-Right, C-Left, C-Left, C-Left. If done correctly, the new teams will be available right away.

Choose Your Opponent: Highlight the team that you want to play against and press C-Right three times. If done correctly, you will hear a click.

To Forfeit a Game: Pause the game and enter the Options Screen. Hold the L button and press C-Left nine times. Resume play and you will automatically lose 1-0.

Invisible Players: During the opening faceoff, pause the game and select replay. Make a player flash by pressing L or R, and while he is flashing, press the Z trigger to make him invisible.

Non-stop Fighting: At the Options Screen hold the L button and press C-Right, C-Left, C-Left, C-Right, C-Down, C-Up, C-Up, C-Down, C-Left, C-Right, C-Right, C-Left, C-Right, C-Left. If done correctly, you should get in a fight every five to 20 seconds.

via the internet from CryonicX@aol.com

Cheat Sheet

Various Game Cheats

Enter the codes on the various screens to get the desired effect. Some codes must be entered at the start of every period.

POWER TRIP

Haven't you always wanted to do it on the kitchen table?

Micro Machines V3

Drive large.

MIDWAY

www.midway.com

Have you ever done it in the water? Are you any good on the billiards table? Do you find the backyard enticing? With over 40 unusual overhead courses, Micro Machines® V3 will change your perspective on racing. And because it's a true gamer's game, the tracks are short enough to remember, but extreme enough to repeatedly excite the experienced player. But don't worry - even the first time's good with Micro Machines V3. It's time to do it where you've only imagined before, with up to seven of your closest friends.

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Codemasters

PlayStation

KA

RATED

tricks of the trade

Shipwreckers!

(Psygnosis/PlayStation)
Level Passwords

These are all the level passwords for the game. They work for any level of difficulty.

1-2: Ship, Skull, Fish, Anchor, Ship, Anchor.
1-3: Ship, Anchor, Skull, Ship, Anchor, Fish.
1-4: Skull, Ship, Fish, Anchor, Anchor, Ship.
2-1: Fish, Fish, Anchor, Ship, Skull, Anchor.
2-2: Skull, Anchor, Anchor, Fish, Anchor, Ship.
2-3: Fish, Anchor, Ship, Ship, Ship, Skull.
2-4: Anchor, Fish, Ship, Skull, Skull, Fish.
3-1: Ship, Skull, Skull, Fish, Anchor, Skull.
3-2: Fish, Skull, Anchor, Fish, Skull, Fish.
3-3: Fish, Fish, Ship, Skull, Fish, Ship.
3-4: Ship, Anchor, Ship, Fish, Anchor, Fish.
4-1: Skull, Skull, Anchor, Ship, Fish, Fish.
4-2: Ship, Anchor, Skull, Fish, Fish, Anchor.
4-3: Skull, Ship, Skull, Skull, Fish, Ship.
4-4: Ship, Fish, Ship, Fish, Ship, Anchor.
5-1: Anchor, Ship, Fish, Skull, Fish, Ship.
5-2: Fish, Ship, Anchor, Skull, Ship, Fish.
5-3: Ship, Fish, Skull, Anchor, Anchor, Skull.
5-4: Skull, Ship, Anchor, Fish, Ship, Skull.

The Lost World

(EA/PlayStation)
Level Select, View FMV Movies, Free Movement

To get the level select you must first enter this code: Square, X, Circle, Triangle, Triangle, X, Square, Circle, Triangle, Circle, X, Square. You must enter the code three times, ignoring the invalid code message in between them.

To get the free movement, start the game on the Human Prey or Hunter levels. Hold L1 + Up then press Jump + Shoot. You should move freely and have a rapid-fire weapon.

Adam Hoekstra
Ontario, Canada

Red Asphalt

System
Publisher
Cheat Sheet: Various Game cheats

Enter the codes where they are required to get the various effects listed. Listen for a sound confirming that you did the code correctly.

Enter the Big Cars code to take up most of the road during a race.

Wanna dominate the race? Do it with the Bosses' cars.

There are several codes that will give you some specials while in the game. Each must be entered in specific places while playing.

ENTER THESE AT THE IN-GAME PAUSE MENU

Invincibility: Hold R1 and R2 and press Up, Left, Right, Down, Triangle, Square, Circle, X.
Infinite Weapons: Hold R1 and R2 and press Left, Up, Right, Down, Square, Triangle, Circle, X.
Unlimited Nitro: Hold R1 and R2 and press Down, Down, Down, Circle, Circle, Circle.

ENTER THESE CODES AT THE MAIN MENU SCREEN

Big Cars: Hold R2 and L2 and press Up, Up, Up, Square, Square.
Play as Boss Cars: Hold down L2 and press Left, Right, Down, Up, Square, Circle, X, Triangle.
Unlimited cash: Hold L2 and R2 and press Left, Left, Right, Right, Square, Square, Circle, Circle.

If these codes are entered correctly, you will hear a sound to confirm it.

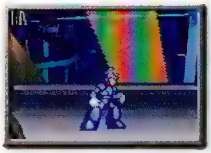
John Reynolds
Doylestown, PA

Mega Man X4

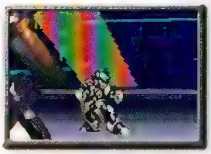
System
Publisher
Cheat Sheet: New Suits of Armor

Enter the codes at the Player Select Screen. You will then be able to play through the game with a new suit of armor.

Enter the armor codes for each character at this screen.



The new mega armor is still blue but with a purple lining.



The new Zero armor looks killer win an all-black paint job.

There are some new suits of armor that you can get for both Mega Man and Zero. Both codes are entered at the Character Select Screen. It doesn't seem like either suit offers any extra-special powers, but it does make your character look a lot cooler than before. Here's how to get each outfit:

■ **To get Mega Man's** new armor, highlight X in the Player Select Screen. Press B twice, then press left on the D-pad six times. Finally, hold L and R and press Start.

■ **To get Zero's** new armor highlight him in the Player Select Screen. Hold R and press right on the D-pad six times. Release R, hold down the ⊟ button and press Start.

MONSTER RANCHER

Below you will find lists and info on how to make some of the rarer monsters plus other tips. Look to future issues for more hints!

A MONSTER'S LIFE

The worst part of raising your monster is watching him/her die after only a couple of years. There are a couple of things that you can do to keep him/her around longer: 1. After a couple weeks of work, let him rest for a week. 2. Upgrade your monster pen; the better the conditions the harder they will work and the longer they will live. 3. Use the Plant Egg and the Golden Peach to tack on a few extra years to your monster's life.

CD MONSTERS

Angel	American Graffiti Disc 2
Bikini	Red Hot Chili Peppers "The Abbey Road EP"
Radical	Teenage Fanclub "Grand Prix"
Disrupt	*Men In Black* Soundtrack
Gallop	Patti Smith "Horses"
Doodle	The Damned "Damned Damned Damned"
Jaques	Sugar Ray "Floored"
Kelp	Weird Al "Alapalooza"
Vixen	*Friends* Soundtrack
Gecko	Bee Gees "Alone"

MAGIC

To get this monster, explore Sekitoba and get the ancient mirror. Then, if you have a grade-A monster, you'll be invited to a special committee tournament in September. You will fight against a magic monster, but once you win this match, you will be given instructions on how to create the monster for yourself.

HENGER

To get this monster, you must first collect the left and right hands and left and right arms in Lema. Then, if you have a grade-A monster, you will receive an invitation to a special tournament held in January. You will fight against a Henger, and if you win, you'll get the head. Follow the instructions to put your new monster together.

DOODLE

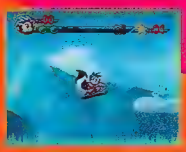
Reduce the fame of your Monol monster from 80 to less than 65; your Monol should become a scribble. Combine the scribble with another Monol to get a Doodle!

One Wicked Weasel!

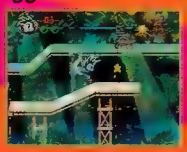
Over 30 huge levels with multiple pathways and bonus levels!
Think you've played it all?
Think again!
Action packed – in the air, on land and underground, in the water too!
Thrash, skate, dig, glide and jump past legions of mutant mice!
Filled with that classic 2D action that everyone's been talking about!

Viva Las Punky

Gettin' Vertical



Aggressive Moves!



Tomb Wader

KIDS TO ADULTS
CONTENT RATED BY ESRB

VISIT

JALECO

PlayStation

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tricks of the trade

top tricks

MK Mythologies

Midway

Level Passwords

To use these codes you must go into the Password Option and enter them as shown. If you have done the Urn and Lives code correctly, you will hear the sound of crackling fire after you exit. With the other codes, the effects will be evident when you exit from the screen.

10 Urns of Vitality: NXCVSZ
View the Credits: CRVDTS
Rock Boss Exploding: RCKMND
1,000 Lives: GTTBHR
The Ultimate Cheat: ZCHRRY

Wayne Gretzky's 3D Hockey

Williams Entertainment

Special Teams

Go to the Options Screen and enter the code. Hold the L button and then press on the C buttons: Right, Left, Left, Right, Left, Left, Right, Left, Left. If done correctly, a series of numbers will appear at the bottom of the screen. Then go to the Team Select Screen and scroll through the teams until you reach the hidden four: USA, Canada, 99ers and the Williams team.

Nuclear Strike

Electronic Arts

Level Passwords

Strike out with this complete set of passwords.

Level 2 CUTTHROATS
Level 3 COUNTDOWN
Level 3b PLUTONIUM
Level 4 PUSAN
Level 5 ARMAGEDDON

Secret Level

Enter the password LIGHTNING to go to a secret level. If you beat it, you'll see a preview of the next Strike game.

Less Fuel Consumption

To reduce your fuel consumption, enter the password MPG.

NCAA Football '98

Electronic Arts

Many Cool Codes

Here are some awesome codes for NCAA Football '98. At the User Records Screen, enter one of these names to release a cheat for either a new team or a cool code. Check out these tricks:

FOOTBALL CHEATS
ELECTRICH: Electric Football
SEE FMV: Enables the FMV Menu
WHOLE POLL: See 112 teams in the poll
GB SPEED: Fast Players
COOLSITE: Show all stadiums
EASPORTS: EA Sports Team
TIBURON: Tiburon Team
SHORT QUART: 15-second quarters

Clay Fighter 63 1/3

Midway

Secret Fighters

To get any of the secret fighters you must start a game and go to the Character Selection Screen.

To get Boogerman hold the L button and press Up, Right, Down, Left, Right, Left.

To get Dr. Kiln hold the L button and press B, Left-C, Up-C, Right-C, Down-C, A.

To get Sumo Santa hold the L button and press A, C-Down, C-Right, C-Up, C-Left, B

Brahma Force

Jaleco

Easy Game

To make this game a little easier, put in this trick. Go to the Title Screen with the "Press Start Button" flashing. At this screen, hold Up-Right+X+Square. While holding these, press Start. You'll hear a slightly different selection sound than normal. Begin your game and you will notice some new aspects about the level. The enemies will be easier to kill, you have more time to complete the level, and the enemies will leave more powerful items behind. This will make the game less challenging, but it will give you the advantage to win it with a little more ease.

Resident Evil

Capcom

Battle Game

There is a special mode in the game where you will be forced to just fight all of the monsters on a given level. To get this mode on the Main Menu you must first start the game normally and save at any point. Once you have saved the game, restart the system. When you come to the Title Screen, press and hold the X, Y and Z buttons on the second controller. Then press Start. After the screen flashes, press Start on the first controller and scroll through the menu of options. You will now see the addition of the Battle Game Mode.

Doom 64

Midway

Level Passwords

These passwords will take you to some of the hardest levels in the game. On the Title Screen, go into the Options. From the Options, choose Password and enter these codes as shown:

The Terraformer:CB92NBPLSYL?JO27
Holding Area:CYCCMGPKX47GTS2B
Alpha Quadrant:BXROTH1F52GG7W?B
Final Outpost:FVV9FL55QGFVDWJB
Main Engineering:BXYH?G416Z4JPJ?Z
Tech Center:CF3?PG6DS12ZPFKB
Research Lab:BBXWHLGSXB8F4RKB
Even Simpler:FFLBMQ6CVV1CPF1B

Time Crisis

Namco

Game Cheats

To enable the Cheat Mode, go to the main Title Screen and shoot at the center of the R in the word CRISIS. Then shoot twice directly inside the crosshairs, next to the word TIME. If your shots are accurate, a Cheat Menu should appear with a few extra options to choose from. You can begin your next game with nine lives! The other trick is to take the second controller, while in your game, and press the X, Square, Circle or Triangle buttons. This is an alternate, possibly easier method to reload your weapon or to hide from enemy fire.

Super Puzzle Fighter 2

Capcom

Hidden Characters

Just go to the Player Select Screen, highlight Morrigan and hold the Start button. Then enter the following codes for each character:

For Akuma press: Down, Down, Down, Left, Left, Left and then any button.

For Dan press: Left, Left, Left, Down, Down, Down and then any button.

For Devilot press: Left, Left, Left, Down, Down, Down. Then hit any button when the timer reaches "10."

For Hsien-Ko's Paper Talisman move the cursor to the right one square and then hit any button.

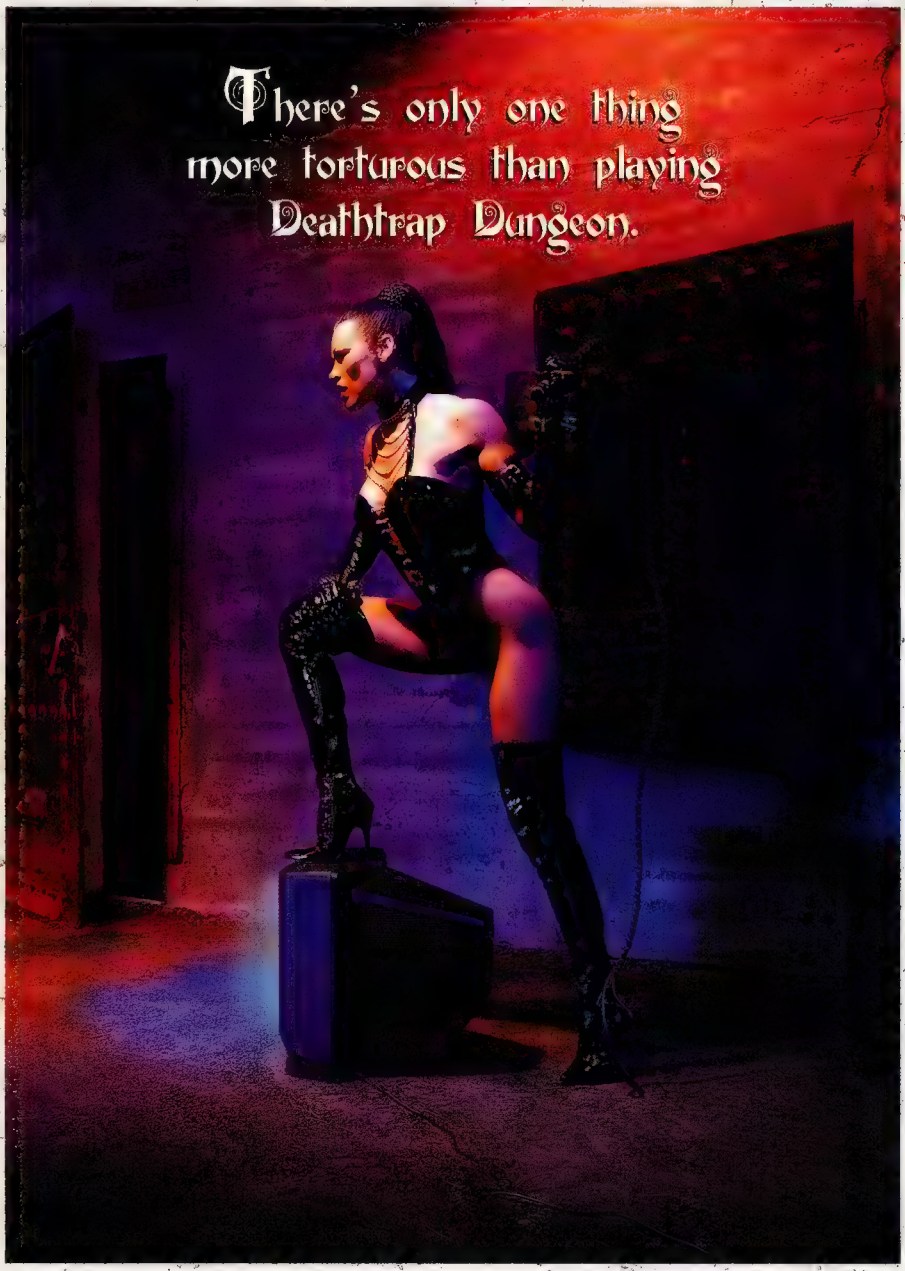
For Anita move the cursor to the right two squares and then hit any button.

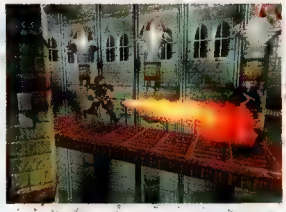
Nintendo 64 Codes

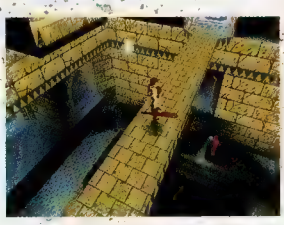
Extra Vehicles! 800B95B00001
Time Limit 802ac270005a
Infinite Lives 802ac6430000
Step Timer 802ac6430001
Infinite Credits 802ac62b0063
Gems 802ac62f0063

Infinite Time 80054e9f0008

Infinite Fuel Syscopter 80698210001e
Maximum Power 801c27670005


There's only one thing
more torturous than playing
Deathtrap Dungeon.





PC CD

PlayStation.

IAN LIVINGSTONE

DEATHTRAP Dungeon

"Beat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and over 50 other undead denizens. Each one is a chance to slice and dice like a Ginsu knife gone bad. An opportunity to master the 13 death implements at

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your disposal. Or play the PC version and leave the other on-line players crying for more. Because in these 10 cavernous levels of evil traps, it's all about blurring that fine line between pleasure and pain. And just when you think you can't take it any longer, consider the alternative.

EIDOS
INTERACTIVE

You've been warned.

Dragon Force

Working Designs

Debug Mode

To access this, begin by turning on the system. While the game is booting, press and hold buttons: L+R+X+Z+Start. Then when at the Title Screen (while still holding those buttons) press Down, Down, Up, Down, Down, Left, Left, Left, Up, Down, Right, Right, Right. Let go of the Start button and then press it once more. If entered correctly, "Debug Mode" should appear at the bottom of the Game/Options Screen. Then begin your game and you will be able to find a Debug Option at the Main Map Menu as well as other Debugging Menus.

Diddy Kong Racing

Nintendo

Racing Cheat Codes

Enter these codes in the Magic Codes Menu. If you turn off the power you will have to re-enter the codes.

Horn Cheat:	**BLABBERMOUTH**
Two-Player Adventure:	**JOINTVENTURE**
All Balloons are Yellow:	**BODYARMOR**
All Balloons are Rainbow:	**OPPOSITESATTRACT**
All Balloons are Green:	**TOXICOFFENDER**
All Balloons are Red:	**BOMBSAWAY**
All Balloons are Blue:	**ROCKETFUEL**
Disable Weapons:	**BYEBYEBALLOONS**
No Limit to Bananas:	**VITAMINB**
Bananas reduce speed:	**BOGUSBANANAS**
Disable Bananas:	**NOYELLOWSTUFF**
Zap the Zippers:	**ZAPTHEZIPPERS**
Ultimate AI:	**TIMETOLOSE**
Maximum Power-up:	**FREEFORALL**
Start with 10 bananas:	**FREEFRUIT**
Music Menu:	**JUKEBOX**
Big Characters:	**ARNOLD**
Small Characters:	**TEENYWEENIES**
Select Same Player:	**DOUBLEVISION**
Display Credits:	**WHODIDTHIS**
Four-wheel Drive:	**OFFROAD**

Twisted Metal 2

Sony Computer Entertainment

Minion's Weapon

Now you don't have to be the powerful Minion to pull off some awesome firepower. Just choose your favorite car and enter a game. Then during a game, enter the code: Up, Down, Up, Up and then your Machine Gun button. By doing this, you will have launched Minion's special weapon and the opponent you are happening to fire upon will suffer a tremendous blow! This will take just about all of your special energy bar, so use it wisely.

Tomb Raider

Eidos

Weapons Cheat

Just go to the Inventory Screen within a game and enter the weapon code: X, Y, X, Y, Z, Z, Z, Y, Z, Y, X, X, X and Start. Lara will make a sound. Then enter the Level Skip code: Z, Y, Z, Y, X, X, X and Start at the "End to Title" Screen. Lara will sound again. Then press A to skip. Continue this code to complete the game. Then begin a new game and go back to the Inventory Screen and enter the Weapon code once more. Now, enter the Level Skip code to proceed to the next level and then go to your inventory to see an added variety of weapons!

Mario Kart 64

Nintendo

Mirror Mode

You must earn a gold cup in every course you race. Do this for every class (50cc, 100cc and 150cc) and you'll get a new Title Screen. Plus, a Mirror Mode Option will now appear under the 150cc Option. All of the tracks in the game will now be reversed!

Rainbow Shortcut

At the Game Select Screen choose a 1P game. Then choose to begin the Time Trials. Choose your driver and on the Map Select Screen, access the Special Cup. Move down and select Rainbow Road. When you begin the race, accelerate down the middle of the track and when you start going down the hill, press Left on the controller and the top R button at the same time. You will jump over the edge of the track and fall toward a lower part of the course. If you do it correctly, you will land on the track below. This will save you a massive amount of time, and assure you of a great lap and record time.

Wayne Gretzky 3D Hockey

Williams Entertainment

Various Cheats

In order to change the players' attributes, go to the Options Screen. Press and hold any of the C buttons and then press R (shift). By doing this, it will change the "Specials" numbers at the bottom. Enter the following for various results:

1100000=Small heads
0100000=Giant heads
1101100=Giant players, small heads
0101100=Giant players, giant heads
0001010=Giant players
0110010=Midget players, giant heads
0000100=Crunched players
0000010=Elongated players

To turn players invisible, go into the "Replay" Option before the faceoff and press L or R. While the players are flashing, press the Z button to make them disappear. Then continue your game to see your invisible player.

Croc: Legend of the Gobbos

Fox Interactive

Level Select

With this code you will have access to all of the levels, including the secret one. For the code to work you must enter the Password Screen and hit Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right.

Cruis'n USA

Midway

New Vehicles

At the Choose Car Screen, highlight any of the cars except for the red Ferrari. The trick will not work on this car. Once any of the others is highlighted (it will spin around), press and hold the Top, Left and Bottom C buttons simultaneously. The vehicle you highlighted will change into a different one! You can now play the game as a police car, a jeep or even a school bus! Keep holding these and press Start to choose it.

Access New Tracks

This trick will give you access to three new tracks in the game. On "Choose Race" Screen, highlight US 101 and hold L+Left-C+Down-C to access Golden Gate Park. Highlight Beverly Hills and hold L+Up-C+Right-C. Highlight Grand Canyon and hold L+Right-C+Down-C to access San Francisco.

Lights and Sirens Code

First, get a high score during any race and then scroll down to the bottom of the high scores list and hold Down-Left to make the conveyor belt move. After around 30 or more seconds, a head will scroll by. Now, exit and get back to the Car Select Screen. Choose either the bus or police car by holding Up-C, Left-C and Down-C at the same time and scrolling through the cars. At any time during the race, tap Brake, Brake, then hold the Gas button. Your lights (and sirens) will activate.

TNN Hardcore 4X4

ASC Games

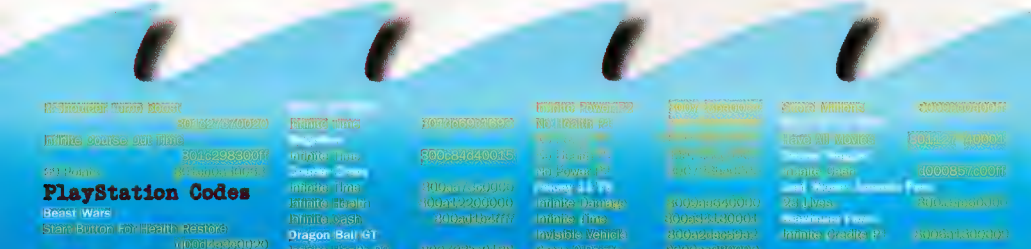
Cheat Codes

Just enter the following codes by going to the "Edit Names" Screen in Time Trial Mode. After entering the cheat codes, you should notice a face at the top of the screen to verify the code being entered correctly.

For extremely severe weather with green globs enter: RAINFROG

To access a hidden truck, "Mother" enter: MAINLINE

To play hidden "Roids" game enter: DUTCHMAN



PilotWings 64

Nintendo

New York Warp

When flying around in PilotWings 64, you will come across some secret spots. Well, here's a neat little trick that even beginners can do! Just choose the Rocket Belt as your flying device and go into the Class A Level. Pick your character and begin playing. Now fly to the ocean and go north along the shore until you reach the other city. As you get closer, you should notice a greenish-looking building. Fly in front of it, and you will also notice that there are two entrances. Go inside the side entrance, until you reach the other end. If done correctly, you should see that there are different surroundings. There should also be a special star to your left that will turn you into "Birdman!" Fly around a little more and you should see that you have warped to the city of New York!

Applause and Get Gas

Here are some interesting and helpful codes for PilotWings 64. If you fly under things, like bridges and caverns, you will get applause from the adoring crowds. Also, while exploring the Little States, if you happen to come close to running out of gas, look for a highway intersection northwest of Cape Canaveral in Florida. You will see a gas station by the highway. Get close enough to it without crashing for free gas!

Marvel Super Heroes

Capcom

Secret Characters

Play as Thanos

Beat the game and then go to the Character Select Screen, hold Start, press Up twice then quickly press Fierce Punch, Medium Punch, Light Punch.

Play as Dr. Doom

Beat the game and then go to the Character Select Screen, hold Start and press Down twice, then press Light Kick, Medium Kick, Roundhouse Kick.

San Francisco Rush

Midway

Change car appearance and more

These codes are done on the Car Select Screen.

Back Tire size: Press and hold Right-C, then Left-C, release and reverse.

Car Size: Press and hold Down-C, then Up-C, release, then press Up-C, then Down-C. Release to activate the code.

Drive burning hulk: Hold Up-C, and press Z, Z, Z, Z.

Front tire size: Press and hold Left-C, then Right-C. Release. Then, press and hold Right-C, then Left-C. Release.

Turn Car into mine: Press Right-C, Right-C, Z, Down-C, Up-C, Z, Left-C, Left-C.

Do these codes on the Setup Screen.

Change track texture: Press and hold Right-C, then the L button. Release and press Z. Repeat.

Resurrect in place: Hold the Z button, then press and hold Left-C then Right-C. Keep holding the Z button but release the others. Press and hold Right-C then Left-C.

Bust-A-Move 2

Acclaim

More Credits, Another World

From the Title Menu, choose Options. In the Options Menu, press Left, Right, R1, R2, L2, L1, Up, Down. A timer counting down from 30 seconds will appear. Highlight the Credits Option and press the X button quickly and repeatedly. Your credits will build up quickly at first, but then they'll be harder to get as you accumulate more. Once the timer counts to zero, you can't try any more. You may receive up to 30 credits, depending on how quick you are.

For Another World: When the Title Screen appears, press Start to get to the menu (with Game Start, Time Attack and Options). Now press R1, Up, L2, Down. A little character will appear in the right-hand corner of the screen. Highlight Game Start and choose it. In the Game Select Option under Puzzle Game will be "Another World." Choose to play the Puzzle Game and you will be trying to complete a brand-new set of puzzles that are similar to the originals.

Namco Museum Vol. 4

Namco

Hidden Game

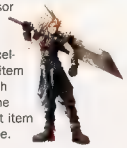
Go into the museum and from the information booth, go right and up the stairs. Now, turn to the left and you will see a room next to the game rooms called the X-Room. Go into this room and hold the L1+L2+R1+R2+Up simultaneously. With these held, press Triangle. You will hear a sound and the room will flash white for a second. To the right of the dark room will be a woman with green clothes. Stand in front of her and press X. She will then disappear and you will be left with the pedestal in the middle of the room and the words "Assault Plus" flashing above it. Access the pedestal and the arcade game will be the new Assault Plus game!

Final Fantasy VII

Sony Computer Entertainment

Item Duplication

If you have the W-Item Materia, equip it and enter battle. Use the W-Item command and select your first item you want to use with the Circle button. Then choose your second item but do not use it. Select it so that cursors appear on the screen (either on your allies or your enemies) then cancel with the X button. Select again and make the cursor appear then cancel. Repeat the selecting and canceling of the second item over and over. Each time you do this the quantity of the first item will increase by one.



Duke Nukem 64

GT Interactive/**Cheat Menu**

At the Main Menu press Left, Left, L, L, Right, Right, Left, Left to access the Cheat Menu.

All Items

Enter the Cheat Menu code shown above, then return to the Main Menu and press R, C-Right, Right, L, C-Left, Left, C-Right, Right. A new item called "ALL ITEMS" should become available.

Invincibility

Enter the Cheat Menu code shown above, then press R seven times followed by Left on the D-pad. If you did it right you'll hear a tone. Now go into the Cheat Menu and turn invincibility on.

Level Select

Enter the Cheat Menu code shown above, then press L, L, L, C-Right, Right, Left, Left, C-Left.

No Monsters

Enter the Cheat Menu code then press L, Left-C, Left, R, Right-C, Right, Left, Left, Right. You will hear a siren if you did the code correctly. Then go in the Cheat Menu and now you can turn the monsters on and off.

Shining the Holy Ark

Sega

Pixie Bell

The Pixie Bell lets you summon all 50 pixies to attack your current opponents. To find it, collect all 50 pixies, then go to the Courageous Pixie Monument in the Forest of Confusion (it's on the lake.) Once there, press C and your pixies will summon the Fairy Queen. In exchange for freeing her subjects she'll give you the Pixie Bell. To use it, simply use the item during any combat. It does approximately 438 points of damage to each enemy.

Sonic R

Sega of America

Manipulate the Title Screen

To have a little fun with the Title Screen, wait a moment, then fiddle with the D-pad. the "R" will rotate to your will. If you press the B button, the color of the R will change to a metallic outlook. Pressing the A button restores the R to its former color. Pressing Y and X will darken or lighten the R.

Saturn Codes

Super Mario 64

Nintendo

Find Yoshi

The final event you can get in Mario is obtaining Yoshi. The first requirement you have to achieve is to collect all 120 stars in the game. Once this has been achieved, proceed to the outside of the castle. The grate near the pond will now be open and a cannon will be in there. Fire yourself onto the roof of the castle and there, wandering aimlessly, will be Yoshi. Talk to him to receive 100 lives and a new Triple Jump.

Fighting Vipers

Sega

Tons of Codes

Options Plus Menu: Finish the game in Normal difficulty. It will be selectable on the Start/Options Screen.

B.M. and Mauler as selectable characters: Finish the game on the hardest setting with any character, and they will be selectable on the Character Select Screen by scrolling past the visible list of characters.

Kumachan as a selectable character: On the Character Select Screen, play in Versus Mode and play through at least 40 matches (more or less). He will be selectable on the Character Select Screen in the same manner as B.M. and Mauler.

Big Head Mode: Finish the game on the hardest setting in Hyper Mode, which is selectable from the Gameplay Options Screen (activated on the Character Select Screen). This will open up one of the question marks in the Option Plus Menu, which will be Big Head Mode.

International Superstar Soccer

Konami/**New Teams, Big Heads**

It has been found that this game has two additional teams that have been hidden. There are two ways you can find them. You can either play through and beat the entire League Mode, or go to the Title Screen and put in the code as follows with the control pad and buttons: Up, L button, Up, L button, Down, L button, Down, L button, Left, R button, Right, R button, Left, R button, Right, R button, B, A, press and hold the Z button and press Start. You will hear a sound confirming that it worked. Now, choose your mode of play and a one- or two-player game, Both vs. CPU or CPU vs. CPU. On the next screen, scroll through the teams and you will see there are two new team icons to choose.

Another code is big heads for the players. Go to the Title Screen and enter this code as shown: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, then hold the Z button and press Start. All of the players on the screen now have huge heads!

Tobal 2 (Japan)

Square

Grow/Shrink, Play as the Boss

At the Character Select Screen, press and hold L2+R2 simultaneously. While holding these, press X to choose your character. During gameplay, press L2 to shrink your character and R2 to make your player grow! You can do this any time during the match, or replay of the game. To play as Mufu beat the game on Easy. For Nork, beat it on Normal. For Emperor Udan, on Hard.

Victory Dance

You can do this trick in Arcade or Vs. Mode. As soon as you win both rounds of the match with your character, press and hold Up+Right+L2 and you will get a pause for a few seconds. Instead of the normal victory pose, your character will go into a cool victory dance that lasts for a little while. While playing, use the pad to rotate the view, L1 to zoom out, and L2 to zoom in.

NBA Live '97

EA Sports/**Cheat Screen**

At the Game Setup Screen enter: L1, X, X, L1, X, Square, R1, X, Square, R1, Circle. This might take you to the Credits Screen. Then press and hold simultaneously: Up+Right+Triangle+Square. Now, set up an exhibition game, and when you reach the Loading Screen, press and hold: L1+R1+Up+Right+Triangle+X+Square+Circle. Hold these buttons during the entire Loading Screen. If done correctly, you should enter the Hidden Cheat Screen. A list of players will be shown. Depending on which controller you have, change the height of the player by pressing the L1 and L2 buttons. Pressing the Start button will access the "Outdoor Court." Pressing the Up arrow will access Chameleon Mode. Press Triangle and X at the same time and begin your game.

Warcraft II: The Dark Saga

Electronic Arts/**Many Incredible Cheats**

These tricks will give you a huge advantage in this game. At the Main Menu Screen, choose a new game or load an existing one. After picking your campaign, you will start the scenario. Press Start to pause, and at the Pause Menu, move down and highlight the "Enter Password" selection. Press X, and you will see a Password Screen. Now put in one of the codes as shown below for various results:

NSCRN: Gives you the full map
GLTTRNG: 100,000 gold, 5,000 trees (repeat the trick as needed)
VLDZ: 5000 units of oil
MKTS: Faster building
DCKMT: Upgrades everything to the best
VRYLTTL: Gives you all the spells
TSGDDYTD: Invincibility (one-hit unit kills and few hit structure kills)
THRCNBNL: See the end of the game

Tetrisphere

Nintendo

Various Cheats

Here are a few cheats to try out that will allow you to access a hidden game, level select and more! Just go to the "New Name" Screen and press L, Right-C, Down-C to bring up the secret characters for use on the Password Screen. Use the A button to select the letters. Now enter the following cheat codes for various results:

For the hidden Lines game enter: LINES
To view the Credits enter: CREDITS
To access Hidden Music enter: G(alien head)MEBOY
To access the Level Select (from secret characters) enter: Saturn, Spaceship, Rocket, Heart, Skull.

Wave Race 64

Nintendo

Dolphin Ride

Choose Stunt Mode from the Main Menu. Then select your watercraft. You must make sure that you choose Dolphin Park on the Course Select Screen. Begin your race. To get the trick to work, you must pass through every ring and perform every stunt within the course. Once you do this, you will hear a dolphin squeak at you. Now, go back to the Main Menu and choose Championship Mode with the skill of Normal. Pick the Warm Up Option and when choosing your watercraft, hold Down on the analog stick and press the A button until you start your race. Now you will be in Dolphin Park riding on the back of a dolphin instead of your Jet Ski!

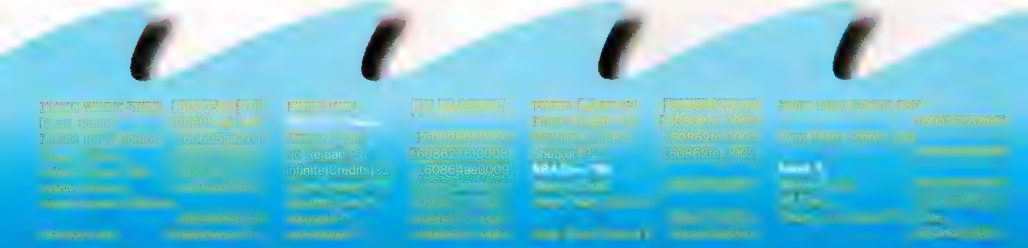
Sonic 3D Blast

Sega

Cheat Mode

To enable the Cheat Mode: Hold Up-Left, A and C simultaneously at the Main Title Screen. While holding these down, press the Start key and begin a game. Then pause within the game and press the following buttons at the Pause Screen to receive various results.

Press the A button to skip one act.
Press the B button to skip two acts and the Boss stage.
Press the C button to get to the Final Boss.
Press the X button to receive an extra life.
Press the Y button to receive an extra medal.



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5 different characters to choose from

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-Nintendo Power, Pak Watch, Volume 103

Don't be board this winter!

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PlayStation

TEEN T

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THE GALAXY IS FAR, FAR AWAY.

THE FIGHTING IS UP CLOSE AND PERSONAL.

STAR WARS
MASTERS
OF TERÄS KÄSI™

Mystical Ninja

system: N64
publisher: Konami
developer: Konami

strategy talk

Many of you out there will remember the Mystical Ninja name from its successful prequels, spanning an entire range of classic consoles. This N64 version sports an entirely new look for hero Goemon (or Kid Ying, if you prefer) displaying some of the most impressive visuals of its genre since Super Mario 64. There are a lot of familiar faces in here as well—a delight for those who've followed this series.

During the game each member of your party will acquire different weapons of attack. All of them are more powerful than their standardized attacks, and most are also projectiles. They also consume a hefty amount of currency from your group's collective savings account, however, and in most situations don't need to use them. There are at least two points in the game when you need a certain amount (300/800 ryo) to continue your journey, so keep that in mind while fighting battles.

—Tim "Chef" Davis

strat-stats

time to complete:
7-8 hours
challenge:
moderate
worthy sequel?
aw yeah
Donovan Hanson/
David Spade:
separated at birth?

MYSTICAL NINJA STARRING GOEMON

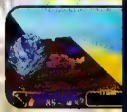
Each character in your party can acquire up to four different fighting aids by the end of the game, mainly:

- Your normal weapon (all are upgradeable)
- A specialized version of your normal weapon
- An item (some can also be used as a weapon)
- A magic technique that's specialized to each character.

Whatever the item or technique, each special skill plays an important part at some point in the game (with the only exceptions being Yae's Bazooka and Ebisumaru's Meat Saw Hammer). Be sure to grab these items/techniques now to save yourself a world of frustration later on.

THE MIRACLE MOON

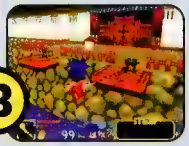
OEDO TOWN



A

Your very first task is to make your way outside of the town you start in and climb up Mt. Fuji. You'll find two cat statues along the way: one on a grassy area to the left of the second wooden bridge before the mountain, and the other in the first ledge outside of the mountain. Visit Mokubei's hut at the summit to get Goemon's chain pipe device.

After grabbing the chain pipe, search the town for groups of yellow blocks with stars labeled on them (just beyond the town's giant "bell"). Use the chain pipe to pull yourself across the left set of blocks to grab the cat statue. Next, grab the set on the right and follow the ledge all the way down to the door at the end. Read the sign in front to save your progress and open the door ahead to enter the game's first palace.



B

CONGO'S PALACE

Congo's palace is pretty straightforward. The only puzzles here involve finding the keys needed to open up the next room or area. Most keys are in plain sight, but the ones that aren't can be found by defeating all the enemies or objects that attack in a room near the locked door.

There are three cats to find here:

- 1. It's at the end of a room to the left of three press machines.
- 2. It's in plain sight and can be grabbed just after the character cinema.
- 3. It's just past the giant "hand," but it can be grabbed only after Congo is killed. To defeat this Boss, smack him in the face with the chain pipe while hurdling his laser ray and avoiding his flame breath.

Outside the palace, follow the waterways below to find the cat statue. Now use the Emperor's present to get past the two guards beyond the town's bridge. This takes you to a shoreline. The path to the right leads to a cave—remember this spot because you'll need to return here later on. Past the cave, follow the plateau and keep going until you reach the story cinema.

THE MIRACLE FLOWER

C

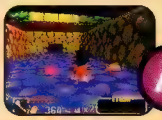
You can walk through the scales protruding on the dragon's back, so stay in the center to avoid being knocked off by enemies attempting to hinder your progress. Defeat the Boss near the end again with Goemon's chain pipe when he stops spinning. Now, get the warp flute from your new friend after plummeting to the ground. You'll now find yourself in front of a rather large temple. Using Goemon, climb to the top and chuck five ryo into the pot there to get Goemon's Medal of Flames attack. Now double back down the steps and visit the village of Follypoke. (No, I'm not making this name up!)

The path on the right will take you to an area with a four-way intersection that has a large rock lying in the center. Push the stone forward first to receive ryo from heaven (read the surrounding signs first). Push the stone to the left to acquire a cat statue. Push it backward to transport to an area with another cat and a dragon Boss.

B

ZAZEN TOWN

After Yae joins your party, meet with Benkei, the town's main guard, and drop off the left side of the bridge he's standing on. Follow it until you can climb back up on land again to talk to Ushiwaka, the fisherwoman. Complete the set of tasks she asks of you to get the achilles heel. Now backtrack to Benkei and defeat him with this item to get the deactivated Sasuke and passage to the door behind him. At the foot of the temple, take the path on the right.



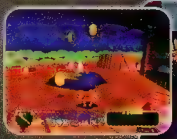
A

DHARUMANYO'S PALACE

D

FOLLYPOKE

At the start of this village, follow the zigzag path until you reach some doors. Take the door to the right of the one just ahead. Finally, enter the Tosa plateau through the door above the ascending steps. Follow the Tosa path across the wooden bridge and up the hill until you reach the broken bridge at the top. Before crossing it, fall through the third set of collapsable floorboards and grab the cat statue on the island below. The path ahead will bring you to a locked Dojo Hot Spring building. (Note the small hole on the left side.) You won't be able to visit it now, so run up to the building on the hill to hit the checkpoint. Use Yae's flute to warp back to the town of Zazen.



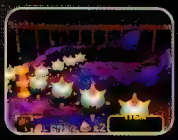
Use Goemon's Medal of Flames attack to ignite the two pots in front of the doorway just after the entrance. Run past the control room (remember this spot for later) and cross the spikes.

Grab the silver cat statue from the top of the giant head in the following room; defeat all the red blobs in the area to get the key in the room beyond. Use the elevator to plant the flower in its pot above to receive extra health and ryo. Now follow the elevator down in the room ahead. Hit the power switch on the floor to activate the control room you passed before.

Grab the silver key and cat statue, leave the way you came and pick up the gold cat statue in the next room by walking slowly across the wooden beam.

Use the buttons to pick up Ebisumaru's camera from the control room. Use it on the ghosts in the following rooms. Make sure to get a cat statue on a lava-surrounded island.

Defeating the stage Boss, Dharumanyo, is easy. Flash him once with the wind-up camera, then nail him with Goemon's Medal of Flame attack every time he turns transparent.



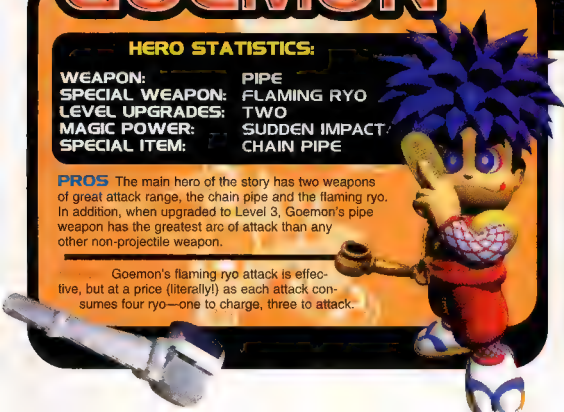
GOEMON

HERO STATISTICS:

WEAPON:	PIPE
SPECIAL WEAPON:	FLAMING RYO
LEVEL UPGRADES:	TWO
MAGIC POWER:	SUDDEN IMPACT
SPECIAL ITEM:	CHAIN PIPE

PROS The main hero of the story has two weapons of great attack range, the chain pipe and the flaming ryo. In addition, when upgraded to Level 3, Goemon's pipe weapon has the greatest arc of attack than any other non-projectile weapon.

Goemon's flaming ryo attack is effective, but at a price (literally!) as each attack consumes four ryo—one to charge, three to attack.



E

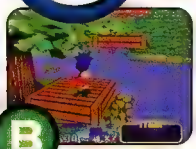
Once back at Zazen, visit Ushiwaka again and follow her to the Golden Temple. Using Ebisumaru, collect all eight candies to obtain his Mini-Ebisu magic.

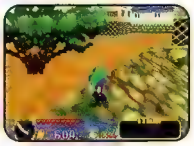
Now return to Iyo's Coffee Shop using Yae's flute and activate the newly acquired magic to enter the small doorway in front of the Dogo.

In the area beyond, use Ebisumaru's magic again to pass under the red gate. Remember to pick up the silver cat statuette before jumping up the ramps above and entering the palace.

ZAZEN/FOLLYPOKE

THE MIRACLE STAR



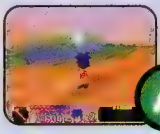


Enter the hut and climb up the tree in the backyard using the ascending platforms that surround it. At the top, flash Ebisumaru's camera to reveal the next battery pack. This will reactivate your ally, Sasuke. Next, run down the hill but this time take the other path (running down the hill, it will be on your right). In the next area, Hagi, disregard the doorway at the southern tip and make your way across to the doorway ahead.

ZAZEN VILLAGE

Use Yae's flute to warp back to Zazen Village. Once here, find the doorway in the town square that leads across the bridge to the Chugoku Region. Cross the two bridges in the Bizen area ahead and enter the northernmost door at the far end. This will lead you to the Izumo plains.

Follow the path to the right of the hill and enter the doorway at the end. Cross the desert dunes beyond until you reach the small pond near the southern tip. At the "Y" intersection, take the right-hand path. Once there, grab the battery pack and cat statue. Now double-back to the Izumo plains. Climb the hill until you reach a hut at the top.



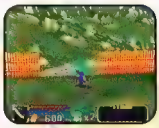
EBISUMARU

HERO STATISTICS:

WEAPON:	HAMMER
SPECIAL WEAPON:	MEAT HAMMER
LEVEL UPGRADES:	TWO
MAGIC POWER:	MINI-EBISU
SPECIAL ITEM:	WIND-UP CAMERA

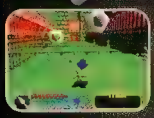
PROS Ebisumaru possesses one of the game's most useful weapons: the Meat Saw Hammer. Any time a defeated enemy drops an item, the hammer automatically converts it into heal!

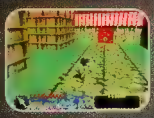
CONS Ebisumaru's a hilarious character to use, but he's far from ideal. His biggest disadvantage: He has no projectile attack.



This door leads you to yet another plains area. From here, travel south (make a special mental note of the doorway on your left) to the next door past the fence and the entrance to the caverns of Shuhodo. Navigating the cavern isn't tough. At the end of the cavern lies the entrance to Tsurami's palace. Make sure Sasuke has at least one bomb to blow apart the palace entrance—and to read the sign in front of it to save your progress in the game thus far.

Once you've defeated Tsurami, head back through the cave and hang a right and enter the door in the next grassy area. Meet up with Omitsu at the Gateway Viewpoint to activate the next story cinema. Now that you have Sasuke's bomb attack in your arsenal, head back to the Chugoku Region and blow open the two previously sealed off areas for a couple cat statues and this time take the left doorway in this area to the Aki-Nagato area beyond. Before crossing the huge wooden bridge ahead, drop to the right side of it and use Ebisumaru's magic to follow the ledge around to the next cat. The final cat in this region is in plain sight, on a separate platform in the middle of the lake. Simply jump onto it from the moving wooden platform next to it.





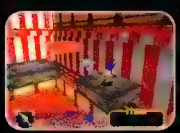
At the start, take the passageway through the fence on the left. Follow it around until you reach the outside area. For now, note the silver lock on the door ahead.

Now take the doorway to the left and enter the building in the next area (make a note of the gold lock on the door to your right). Jump across the moving wooden platforms until you reach the ledge on your right. Grab the silver key and backtrack to the ladder leading up to the balcony above.

Up there, jump on another moving platform to get the silver cat on the ledge ahead. Next, return to the door with the silver lock. Climb the ladder to the roof. On the right is the room beyond; grab the 1-Up on the way.

Drop down and enter the door at the end of the hallway to get Sasuke's Kunai of Severe Cold. Make your way through the next rooms to get the gold key and unlock its door. (Make sure to grab Ebisumaru's Meat Saw-Hammer before leaving.)

Finally, jump your way up the moving "fish flags" and drop down into the pit in the building ahead to battle the Boss. The only weapon that registers damage on Tsurami is his own red projectiles. He attacks in three distinct waves. Run to avoid his blue projectiles, and use Ebisumaru's hammer (his weapon stays out there the longest) to smack the red ones back at him.



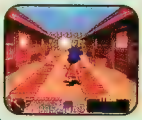
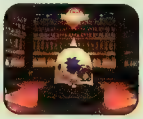
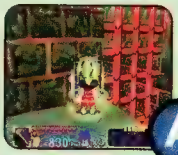
TSURAMI'S PALACE

THE MIRACLE SNOW

Grab the cat statue and enter the Northeast area ahead. Navigating through these underground caverns is relatively easy. Use the rotating platforms ahead of you in the first area to jump up to the next level. Once you're past the first door, take the first left passage you come to and follow it down to this area's first cat statue, just waiting to be taken. The rest of this cavern is pretty straightforward. Your only other objective is finding the red switch on the top that activates the floating platforms leading to the area's exit. Once outside, follow the path in the area of Mutsu straight until you reach the Festival Village ahead. Save your game at the hotel; exit the town on the other end. You'll eventually come across a huge rock blocking your path.

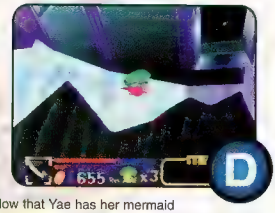
OEDO VILLAGE

Believe it or not, at this point you have to return to where you started: Oedo Village. If you don't remember where Goemon's housing complex is, enter the village, cross the bridge and head right until you see it. Enter the second door on the right. Pass the test of skill here to obtain Goemon's Sudden Impact magical power. Now that you have it, head back toward the shoreline outside of town (I told you to mark that spot). This time take the left path. Use Goemon's newly acquired magic trick to move the steel crate out of the way to continue.

MT. FUJI

Now turn around and enter Festival Village again. Search for a man walking around wearing a blue-and-white robe. As it turns out, he's actually Mokubei's brother. He'll tell you how his sibling has improved his skills as of late, which means it's time for you to trek back to Mt. Fuji. The easiest way of doing this: have Yae warp you back to Oedo Village. From here, scale the mountain again (in the same fashion as you did before) and talk to the pipe maker.

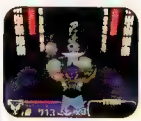


Now that Yae has her mermaid magic, double back to the ice glacier past the Festival Village. When you reach the shoreline, jump into the water and activate it.

In the water below is a red switch Yae must hit to open the medal gate also submerged underwater. Past the gate, look for the silver cat statue and submarine in the frozen waters ahead.

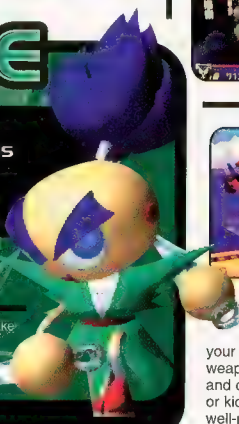
Next, swim up into the sub and take the elevator up to the floor above. In the next room, cross the lava-covered floor and take the door on the right in the room with the three floating platforms. This leads you to the silver key. Now go back to the room with the platforms, cross it and use Yae's mermaid magic to navigate the red-tainted water.

The next silver cat is easy to grab. Swim to the opposite side of the room with its locked door. In the following rooms beyond the conveyor belts, be sure to grab Yae's Lock-On Bazooka. In the two rooms that look like dead ends, use Ebisumaru's camera to reveal the hidden path to the other side.



Now that your entire adventure team has been buffed up, return to the Festival Village and more importantly, the blocked-off area you couldn't access before. Anyone's main weapon will be able to bust through the giant rock. Now climb the ladders leading up to the giant glacier and cross the bridge to the witch's hut at the top. Enter and pay her the 300 ryo asking price to learn how to finish your quest to see a friendly old face. Now go back to the beginning of the Festival Village, turn around and exit. This brings you back to the area of Mutsu. Take the path to the right to enter the cavern of Uzen. In here play as Yae and complete the waterfall test to acquire her mermaid magic.

SASUKE



HERO STATISTICS:

WEAPON:	FIST DAGGERS
SPECIAL WEAPON:	BOMB
LEVEL UPGRADES:	TWO
MAGIC POWER:	SUPER JUMP
SPECIAL ITEM:	ICE DAGGERS

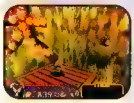
PROS Sasuke's main advantage is speed. His normal fist dagger attack—the quickest in the group—makes him an ideal character to explore new areas with.

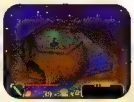
CONS Both of Sasuke's best weapons of attack take up their fair share of ryo: one per bomb and four per ice dagger. So watch your inventory closely.

IMPACT!

The attack strategy behind the second bout using the super robot, Impact, is very similar to the first. When the giant fish-like robot, Thaisamba, is in range of your targeting crosshairs, lock on to him with your chain pipe weapon. When you've got him, reel him in (sorry about that!) and combo him with a couple left jabs and a hard right punch or kick. His charge is easy to see coming most of the time; a well-placed shot or punch neutralizes his torpedo attack.

THE MIRACLE SNOW





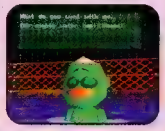
Once Sasuke masters the super jump, play as him and go to the village shrine. Climb up the steps and use the jump technique to propel yourself over to the ledge with the priest. Pay him the 800 ryo to receive the cucumber, then take it back to Kihachi to receive the final miracle item in your quest, the Miracle Snow!

Finally, warp to the shoreline beyond the Festival Village. Take all four pieces to the Stone Circle on the other side of the door you haven't entered before.

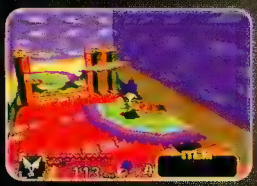
The priest will give you the diamond key that opens up the door in the Bizen area you've been to before. Enter the room, switch to Sasuke and prepare to pass your most grueling test of skills so far. Once completed, the dojo master will award Sasuke with the ability to super jump for a limited time.

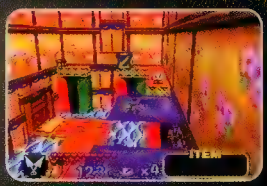
ZAZEN TOWN

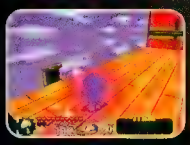
The first thing to do after the second Impact battle is to use Yae's flute to warp back to Zazen. Visit with Benkei once more and learn about Kihachi. Visit Kihachi by standing by the pool that's located in a separate room off to the side in the main building that connects the two areas of the town. Finally, talk to the priest in front of the town temple.



GORGEOUS MUSICAL CASTLE





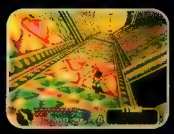


This is it: the final palace! At the start, note the gold door lock ahead, and enter the first door on your left. Make your way up the room with the transparent catwalks, pick up the key and go through the locked door in the same area.

Hop across the floating fans in the next room to gain the gold key. Now make your way back to the locked door you passed up at the start.

The following room has more fans, but only jump to the platform with the cat statue, not all the way across—that's a locked door you can't open yet. Instead, follow the path around below and hop on the giant "drums" in the next rooms to make your way up to the gold key. Return to the room with the stationary floating fans and open up the door on the other side. Use Ebisumaru's magic to enter the small portal to the left of the stage and grab that key. Now open up the area directly below the stage and climb up to the diamond key. Grab it and head back to the main stage. On the far-right side of the upper balcony is a red switch that lowers the steps to the final locked door in the room.

Search for a similar switch in the next room to gain access to the pool. Once outside, save your game, visit Omitsu, then the Wise Man in the restaurant. Use the newly acquired Level 3 power-up weapons to break through the barricade at the other end of the maze. A few underground rooms are all that separate you from the final battle!



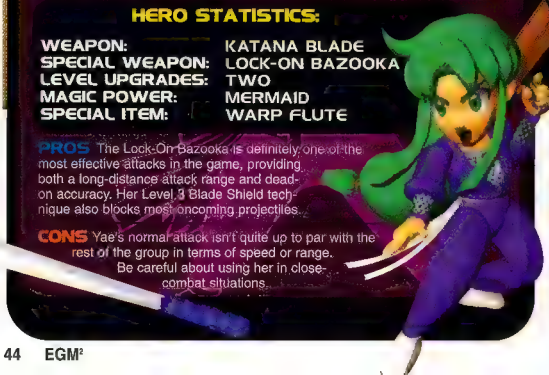
YAE

HERO STATISTICS:

WEAPON:	KATANA BLADE
SPECIAL WEAPON:	LOCK-ON BAZOOKA
LEVEL UPGRADES:	TWO
MAGIC POWER:	MERMAID
SPECIAL ITEM:	WARP FLUTE

PROS The Lock-On Bazooka is definitely one of the most effective attacks in the game, providing both a long-distance attack range and dead-on accuracy. Her Level 3 Blade Shield technique also blocks most oncoming projectiles.

CONS Yae's normal attack isn't quite up to par with the rest of the group in terms of speed or range. Be careful about using her in close-combat situations.



IMPACT

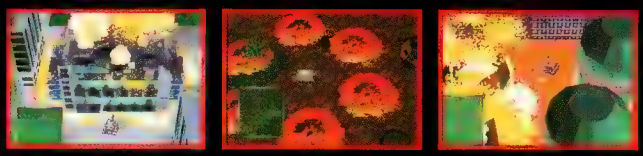
The first Boss, Balberra, must be attacked one section at a time. The game controls what area you can attack so be sure to give it all you got with your chain pipe in the time allocated.

Neutralize his projectiles with ones of your own, or use a well-placed punch. Attack the final Boss, D'toile, in much the same way as in previous battles: Latch onto him with your chain pipe, and then reel him in for the punch-kick combo!

MASS DESTRUCTION™

You're just sitting there...

SHOOT!



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RESIDENT EVIL 2 HAS RISEN.

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Your weapons? Powerful and plentiful. Master the Flame Thrower, Grenade Launcher, Machine Gun and more!

"THE GAMING

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The most anticipated gaming event of 1998 has arrived. Resident Evil™ 2, the shocking sequel to the *Consumer's Choice: Best PlayStation Game Overall,* plunges horror fans into the most intense, the most terrifying game experience ever crafted. You see evil. You hear evil. You're overwhelmed by evil, as you fight through hordes of flesh-starved zombies, blood-thirsty beasts and other mutations of modern science. Will you survive the horror?

RESIDENT EVIL 2

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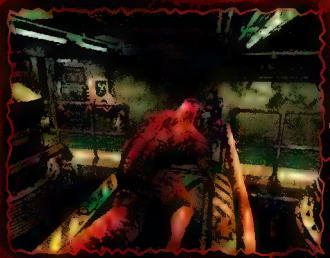

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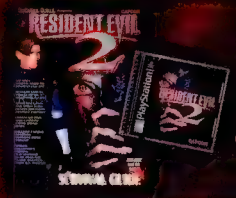

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Yoshi's Story

system: Nintendo 64
publisher: Nintendo
developer: Nintendo

strategy talk

After cameos in Super Mario 64 and Mario Kart 64, Yoshi and his homies finally star in their own game, based on the gameplay of the Super NES' Yoshi's Island.

This strategy features exclusive maps to all 24 levels, showing locations of healing flowers, egg boxes, notable secrets and the hearts, which are needed to unlock all the levels in the Story Mode. A word of **warning**: This strategy was done on the Japanese game. As a result, we did not cover aspects of the game Nintendo plans to change in the U.S. version, such as the hidden Yoshis and extra players.

Still, all indications from Nintendo are that everything else shown in this guide will remain the same for the U.S. version. If not, look for relevant updates in a future issue.

A final tip: To get the highest score in each level, get all the hearts and coins you can. Plus, collect 30 lime melons in each level. It's tough!

—Carey "Ned" Wise and Ryan "Starvin' Marvin" MacDonald

strat-stats

challenge:
didn't break a sweat
best feature:
black yoshi
worst feature:
that awful singing!
is mapping fun?
ask me later
special thanks to:
Nelson Taruc

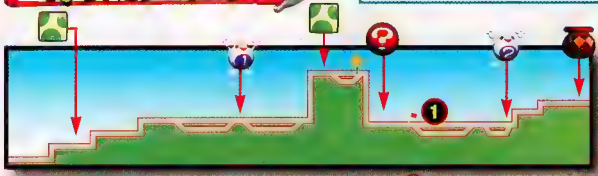
GENERAL TIPS TO FOLLOW:

■ **Sniffing** is a major tool for Yoshi, especially for finding coins. If there's a dog nearby, sniff. If there's a sign that points nowhere, sniff. At points midway between two walls or blocks, sniff. Note that his sniffing intensifies as he gets nearer to a secret. When Yoshi yelps, stomp!

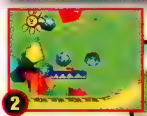
■ Don't give up if you miss a jump. Yoshi's **hovering** skill can usually get him back up to a missed platform.

Note: All maps flow from left to right, top to bottom unless otherwise noted by letters for doors/tubes.

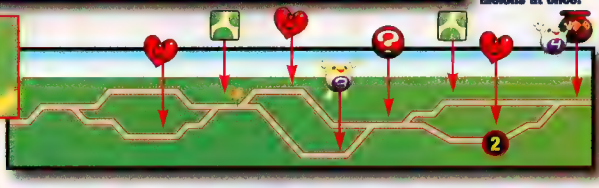
WORLD 1-1



Use these bonus fruit races to gain several melons at once!

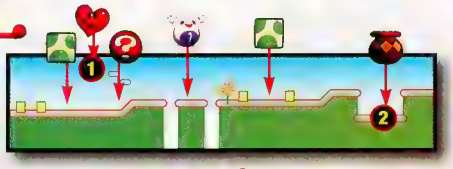


Hit the rock to discover a hidden heart-up above!

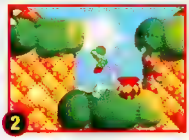


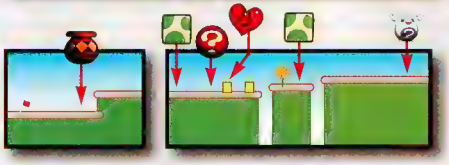
WORLD 1-2

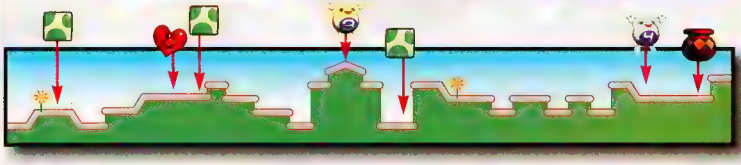
Many of the hearts are out of reach. Here is one you can retrieve by going to this cloud area.

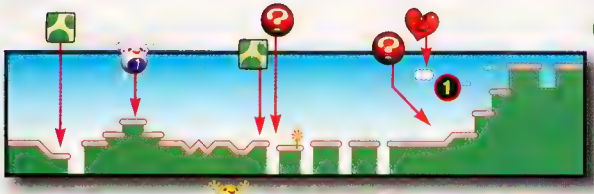


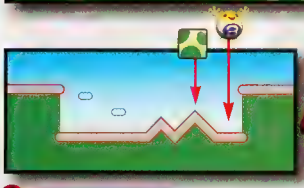
Be sure to hit any question marks to reveal hidden surprises, like this warp pot.







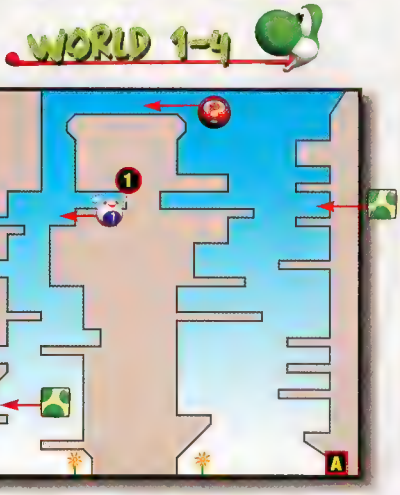


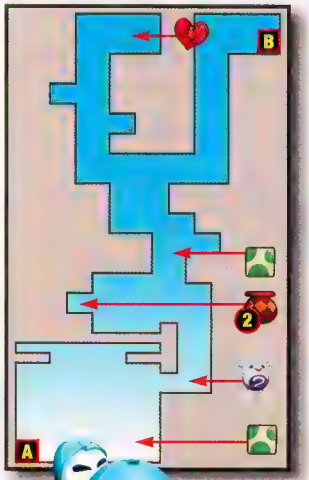


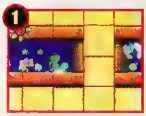
The switch opens up a path to a cloud that has the heart.

During this bonus game, keep the stack leaning slightly forward while walking.

Shoot the balloon here to find the third heart. Watch out for the red ball. It can knock you down the hole if you hit it from below!



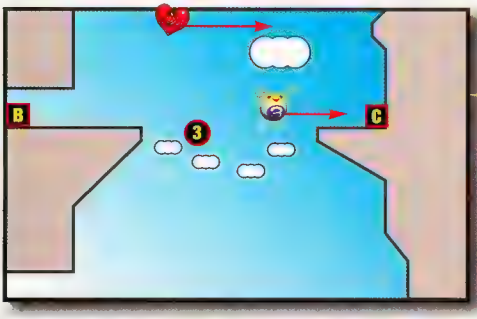


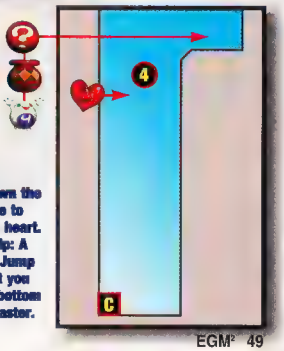


Keep an eye out for suspicious signs...

The longer you stay airborne, the more fruit you can get.

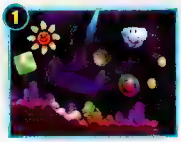
Egg shoot to see the Heart-up here.



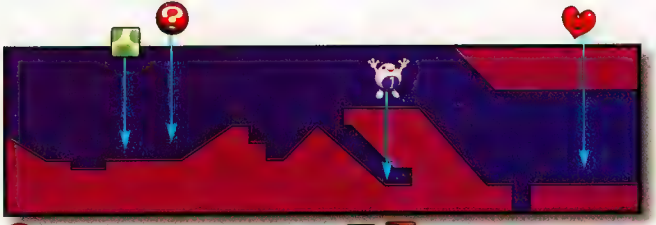


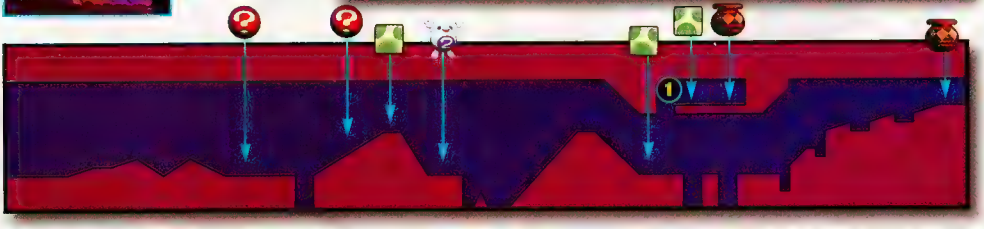
Fall down the left side to get the heart. Extra Tip: A Stomp Jump will get you to the bottom much faster.

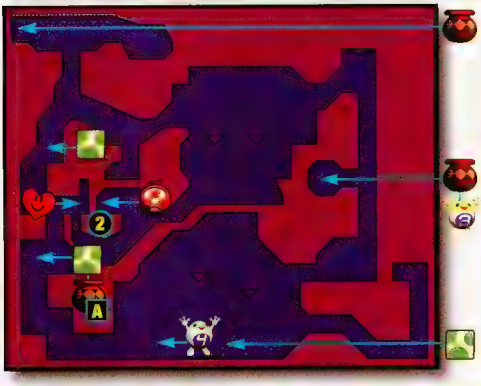
WORLD 2-1

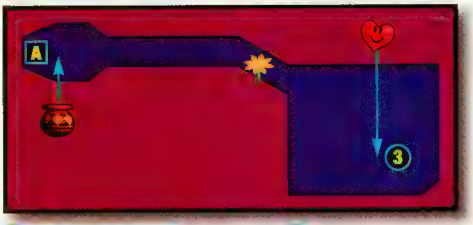


KO Lakitu and hop on his cloud to reach a pot above. It'll warp you to a room where you'll battle a three-headed skull hydra.



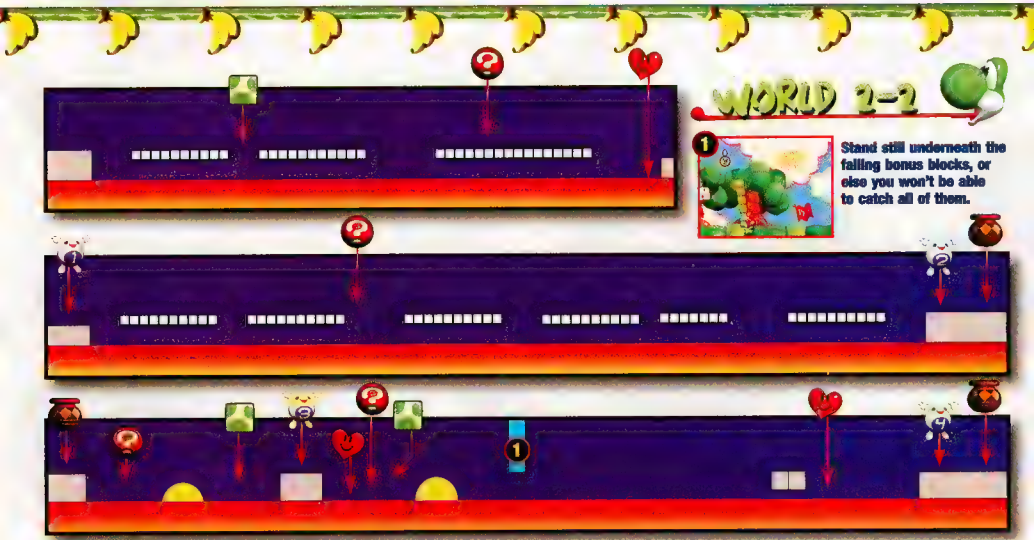






This question mark should reveal a heart on the other side of this wall.

Need to kill the three-headed skull hydra without eggs? Stomp on their heads. If you get hit, retreat back to the flower and heal. You'll get the heart with no problem.



WORLD 2-2

Stand still underneath the falling bonus blocks, or else you won't be able to catch all of them.

WORLD 2-3

4 A major tip: Break ANY balloon without an egg by hopping on top of it repeatedly. Do it enough times (20 or more per balloon) and it'll burst!

1 Move this box to get the heart above. Break it only after the heart's retrieved.

2 Kill these blue water creatures by stomping on their heads.

3 This step is a joke to boot because of the flower in the room. Shoot him to find the third heart.

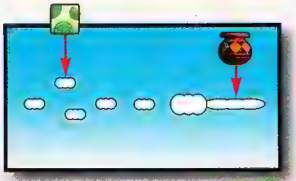
WORLD 2-4

1 Don't break this block yet! There's a block above you can push down.

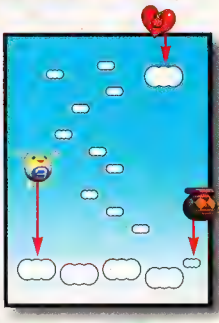
2 These wispy platforms appear in a pattern, but it's tough to remember. So, run to the highest point of the platform, then jump as it disappears and hover until the next one appears.

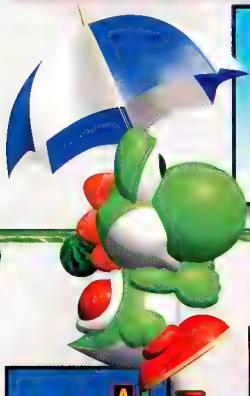
Hit this question mark parachute while on the dragon to reveal a secret cloud staircase to a bonus room.

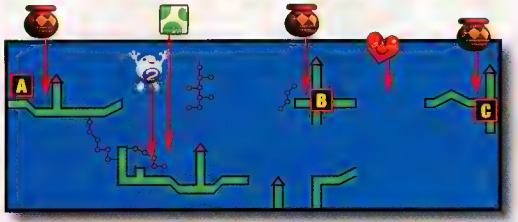
No challenge here: Just Tongue Grab the yellow cloud's body until it shrinks to nothing. It moves faster as it gets smaller, so don't get too cocky.



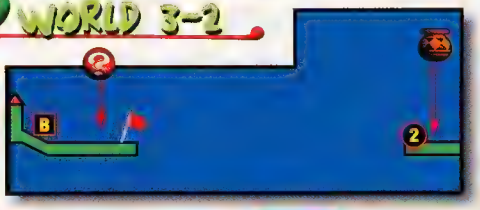
WORLD 3-1

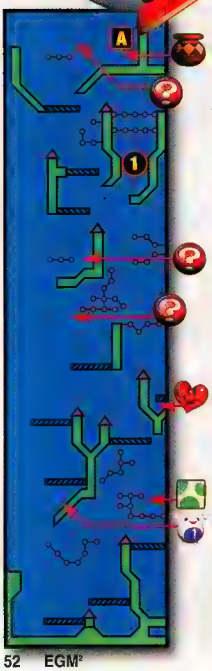


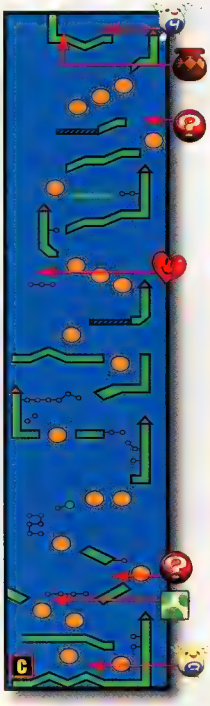


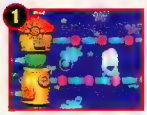


WORLD 3-2









Cancel Yoshi's flight after he eats a shooting egg flower by pressing B, so you won't fly past secret items.

Eat six consecutive fruits to earn a free invincibility. Note: Foes turn into fruit and balloons pop when you stomp while invincible!

Good vision is all you'll need to beat this Boss. Just shoot at its transparent body with eggs. Look for background "ripples" to find where he's hidden.

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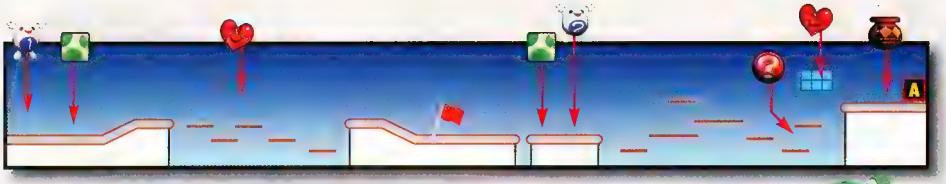
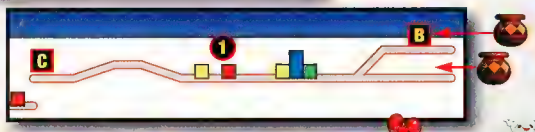
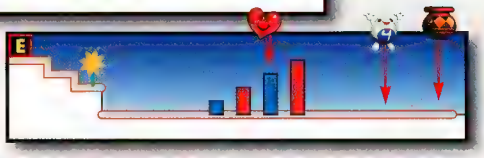


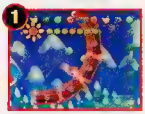
WORLD 3-3

Surprisingly tough, this cloud needs three hits from an egg. Jump over or evade any spiky balls that fall from the sky.

White shy guys can rescue dead Yoshis. Is there one nearby? Hmm...



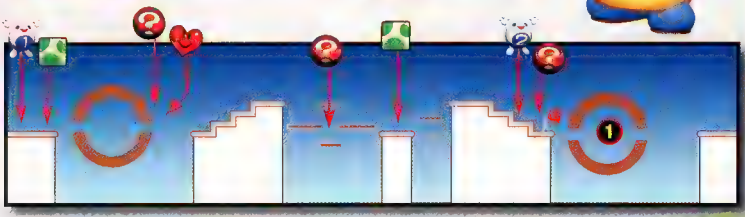




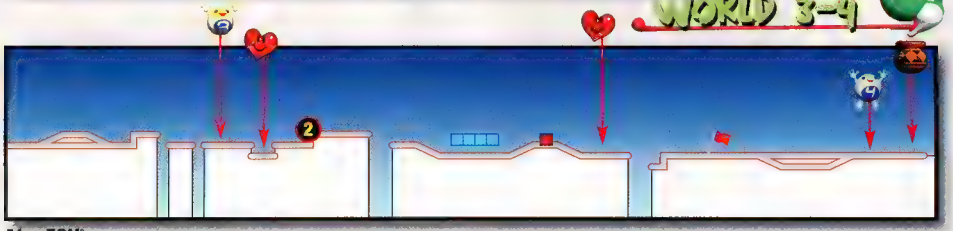
Keep that wheel spinning quickly to get all seven bonus fruits. At no point should you try to backtrack.

The mini-snowmen are much better than eggs. They can break multiple bricks and return back to Yoshi!

This Boss' big lips are his own worst enemy. Get on the first platform on the left and keep shooting eggs at the lips. If you need more egg ammo, swallow the appliances that are falling from the ceiling.



WORLD 3-4



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Warcraft 2	NOW	$42
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Title		
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Battletech Starter	NOW	■■
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'TOMB RAIDER 2' Lara's back, and better than ever, with new moves, a new underwater environment and a whole new arsenal. Explore huge, exotic platform-based 3D environments around the world, solve puzzles and kill baddies.
Eidos (Adventure)
Release Date: NOW PSX $46

'RESIDENT EVIL 2' Join rookie-on-the-job Leon Kennedy as he sprints through the chaos of streets littered with debris. Pursued by zombies, he must make it to the Raccoon City Police Headquarters. The headquarters equals Resident Evil's mansion in size and possesses the same creepy ambiance.
Capcom (Adventure)
Release Date: 1/98 PSX $49

'BREATH OF FIRE III' Immense environments allow viewpoint rotation to reveal hidden pathways, items, secrets and powerups. Find the secret of the Dragon shrines or become an apprentice to learn magic and special abilities
Capcom (Roleplaying)
Release Date: 2/98 PSX $44

'POWER WHEEL' was designed to bring realism and playability to the video game player. Provides smooth four direction shifting. Brake and gas pedals provide a realistic feel and are ergonomically designed to be used either sitting or standing. Steering column can be adjusted for correct height.
Game Source (Hardware)
Release Date: NOW PSX/SAT $52

'DEATHTRAP DUNGEON' This ultimate dungeon thriller ■ based on the fantasy gamebook series and offers 10 tortuous levels of combat. Armed with swords, missiles, muskets, magic spells and more, you can fight solo or multi-player combat in an eerie dungeon atmosphere.
Eidos (Roleplaying)
Release Date: 1/98 PSX $44

'MAGIC KNIGHT RAYEARTH' Three Japanese schoolgirls must save a Princess to restore peace to the land. Breathtaking animation with over 90 minutes of audio. When you talk to characters in the game, they reply!
Working Designs (Roleplaying)
Release Date: 2/98 SAT $52

'CONSPIRACY X' In a world of dark secrets, the only certainty is nothing is what it seems. The president may not be human. The sign carrying paranoid on the street ranting mind control satellites may be right.
New Millennium (Pen/Paper Roleplaying)
Release Date: NOW RPG $20

'SPACE HULK' The pace is fast and furious, with tension growing every turn. Space Marines must save humanity from savage alien Genestealers hiding in derelict space craft.
Games Workshop (Board Game)
Release Date: NOW BG $65

'DIDDY KONG RACING ' While focusing on high-speed, entertaining racing action, Diddy Kong Racing also throws in the works by adding a large dose of adventure and exploration. Diddy Kong and seven other characters will race through ■ total of 20 beautiful 3-D courses with rivers, waterfalls, tunnels, canyons, lava, snow, rolling hills, and quiet lagoons.
Nintendo (Simulation)
Release Date: NOW N64 $54

'MAGIC THE GATHERING 5TH EDITION' This deck contains 60 tradable game cards, randomly assorted, plus a rule book. Each player must have a deck. This deck may be enhanced with more cards sold in booster packs.
Wizards of the Coast (Card Game)
Release Date: NOW CG $7

'MLB FEATURING KEN GRIFFEY JR. N64' comes packed with over 1500 motion-capture animations and a stadium full of stats. Pinpoint control and a fistful of specialty pitches. Four modes of play, including exhibition, half or full-season, Pennant race, or World Series.
Nintendo(Sports)
Release Date: 3/98 N64 $74

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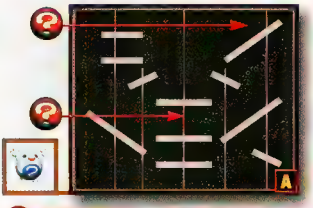
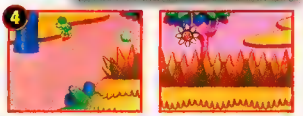
EGM2395

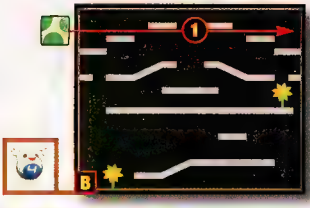
WORLD 4-1

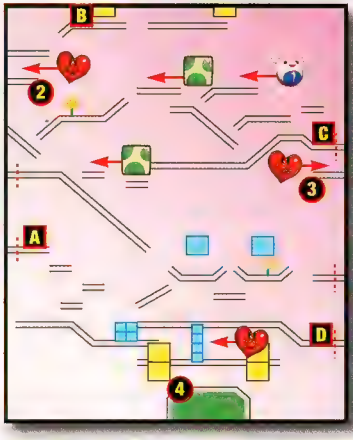
While you can use the shooting egg flower to get these hearts, you can easily get them by jumping up or down and hovering to the spots.



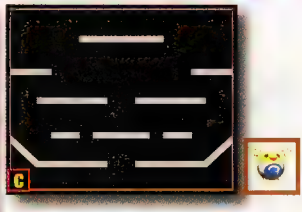


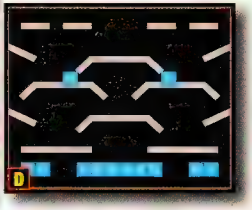
Avoid the beehives with this juicy shortcut. After falling from the blue pipe, hover to the fruit, then walk across the fake spikes!



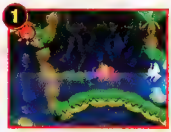


Hit this switch at the top to reveal bonus fruit. In many of these rooms, fruits and coins are hidden on platforms. Sniff and stomp!

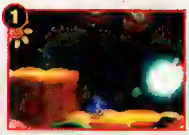




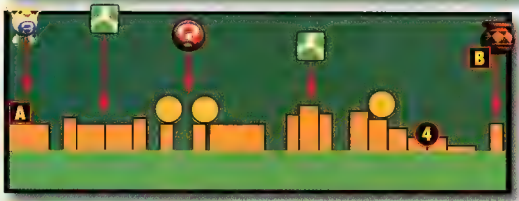
WORLD 4-2



Warning: The fish can swallow you even if you're invincible. Your best bet against these gigantic foes is to keep running whenever you're close to the water's edge. The blue fish spit water, by the way.

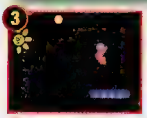


Destroy the killer plants that make you shrink and lose eggs. They knock you off platforms later on.

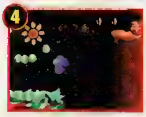


2 Tip: Use the egg-shooting crosshairs to force the camera to look around. Cancel a shot with the B button.

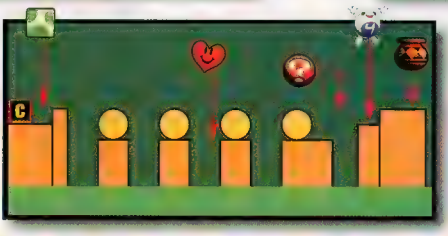
WORLD 4-3



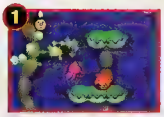
See that odd coin? It's near a cloud that leads to an elusive heart.



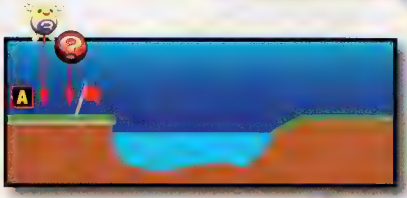
Don't despair if you fall off the ball here. Keep floating right to a low platform.

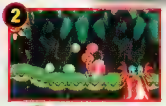


WORLD 4-4

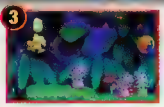


Take a leap of faith here to see a string of coins that leads to a bonus pot warp.

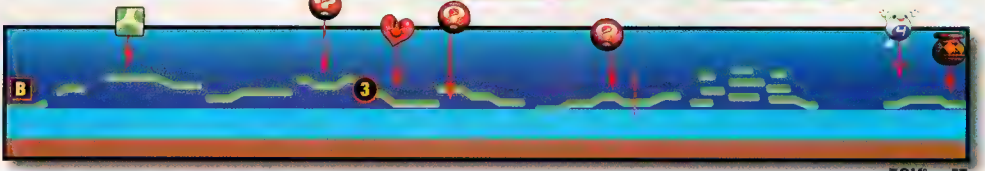


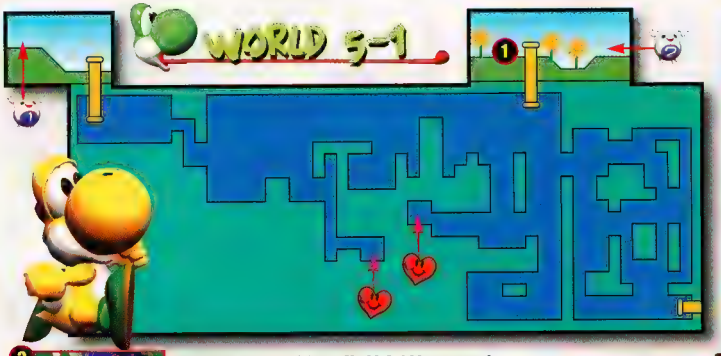


Stomp on the red foe just before hitting the red box. Fruit lies below!



Jump out of the wooden tub to get the heart in this balloon.

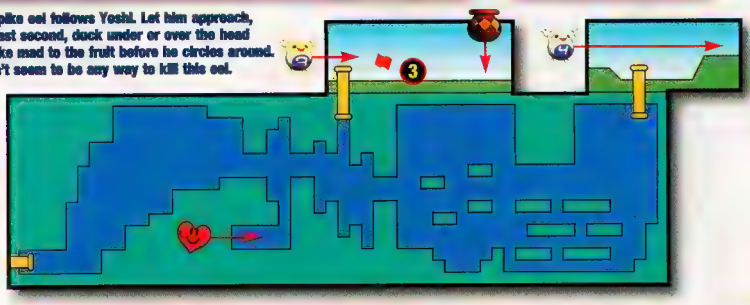


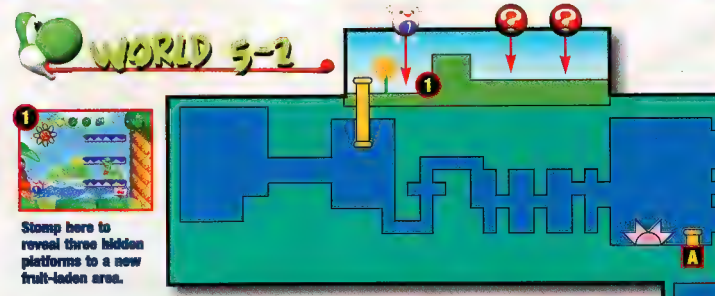


Use this area with the warps as a heal point if you run out of energy.

The white spike eel follows Yoshi. Let him approach, and at the last second, duck under or over the head and swim like mad to the fruit before he circles around. There doesn't seem to be any way to kill this eel.

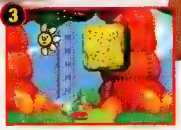
Stay airborne in this bonus stage by jumping on top of the puff creature, then hovering forward.





Stomp here to reveal three hidden platforms to a new fruit-laden area.

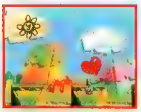
Eat the entire school of fish to get a heart.



Sneak past the bees by crawling very slowly.

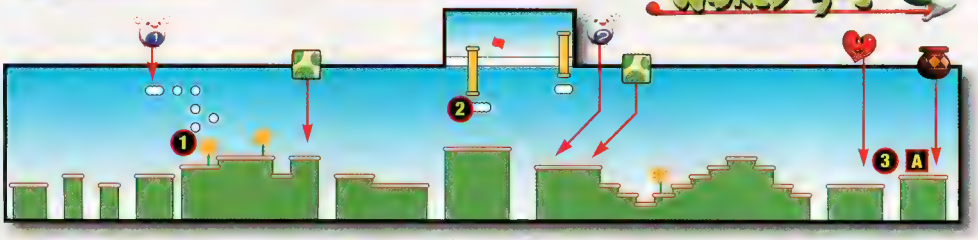
Stop at this flower to reveal a hidden cloud staircase that leads to the first checkpoint.

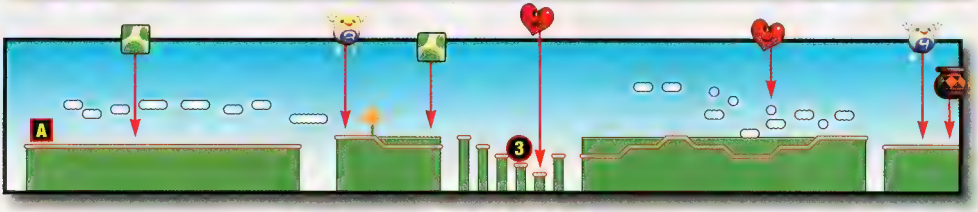
See that cloud in the upper right-hand corner? Reach it by grabbing the red circle, then warp to a bonus room.

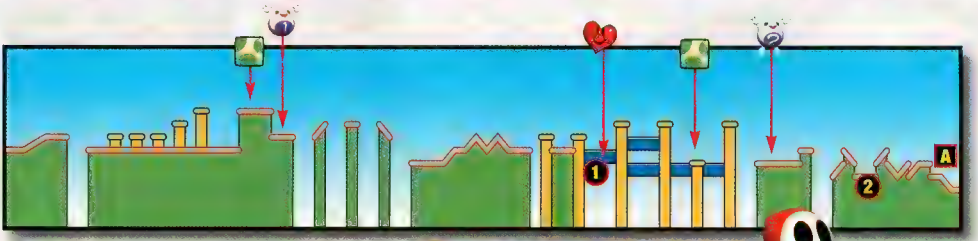


Shoot question mark parachutes (left) or stomp (right) to find these two hearts.

WORLD 5-3

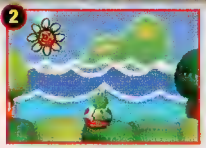




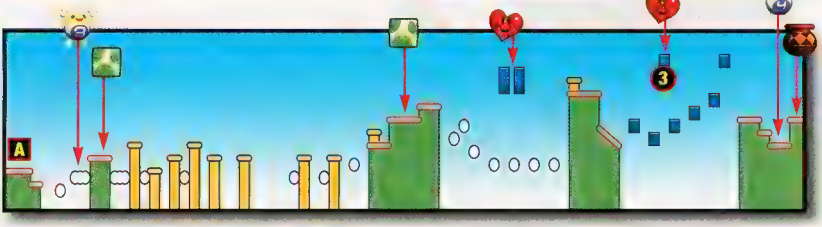


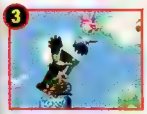
WORLD 5-4

1 Blow up the first blue bridge here to find the first heart. Jump to grab it, then quickly float back left before you fall and die. Also, don't hold the bombs for too long—they'll hurt you.



As a general rule, always sniff the middle ground between two platforms. Fruit lies here!



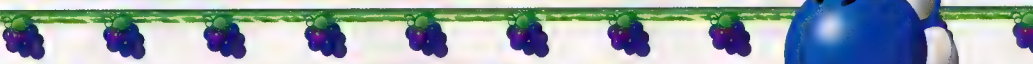


Blow up the block under this cannon to find a heart.

This is one of three question marks you must hit to get to checkpoint three.

WORLD 6-1

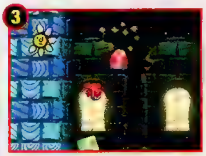
Use the coins as jumping reference points. Run!



1 Shoot the black monster here to find the key, then bring it back to the start of the level.

Hop straight up off a red ball to reach this heart.

WORLD 6-2



Quick timing is needed to get this heart. First, hit this question mark box. Then, without hitting the bonus fruit pot, run to the end of the room. Shoot the floating balloon to reveal the third heart.

1

Hit this question mark, then quickly go up to hit two others to reach the bonus room above.

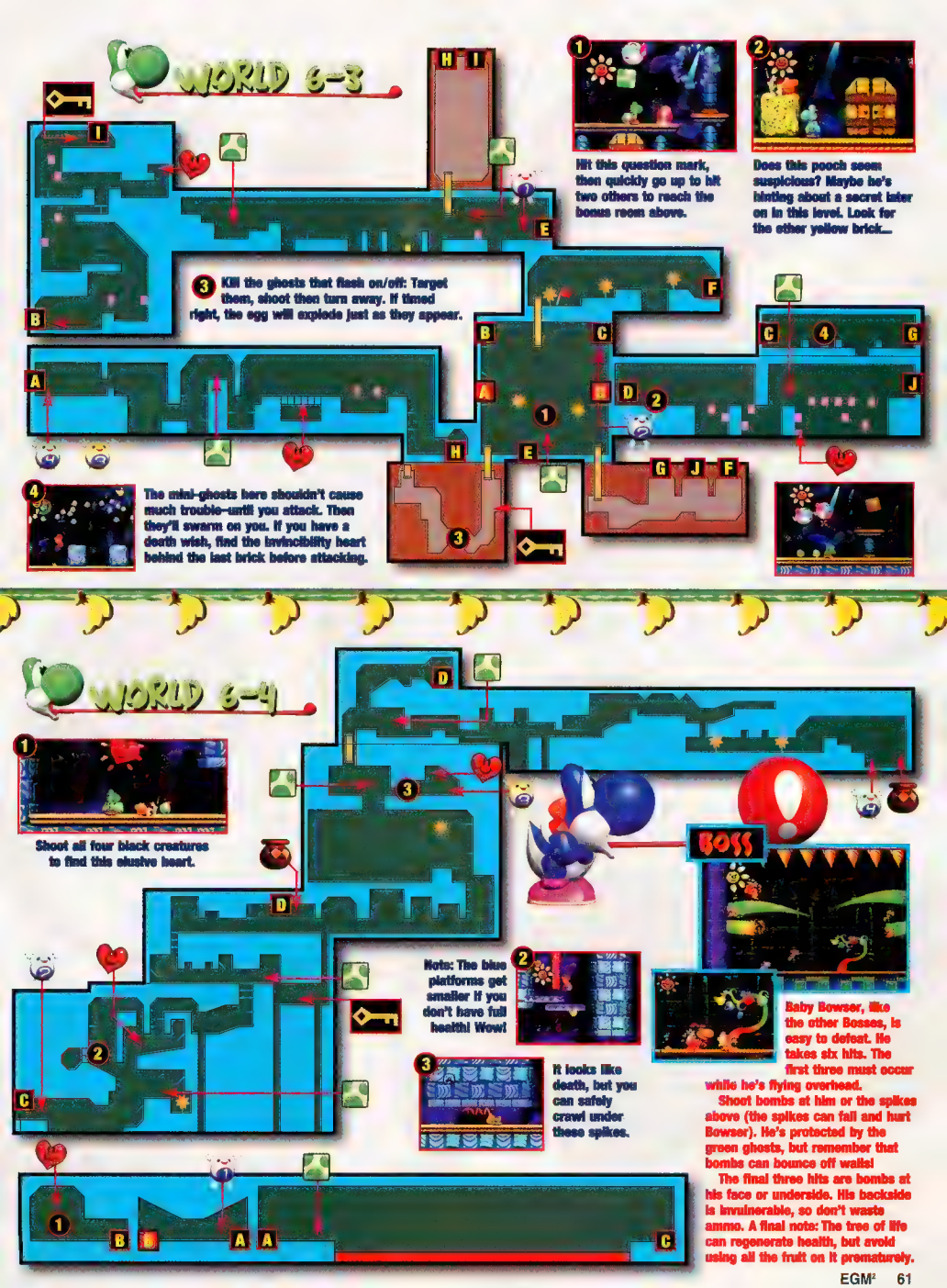
2

Does this pooch seem suspicious? Maybe he's hinting about a secret later on in this level. Look for the other yellow brick...

3 Kill the ghosts that flash on/off: Target them, shoot them turn away. If timed right, the egg will explode just as they appear.

4

The mini-ghosts here shouldn't cause much trouble—until you attack. Then they'll swarm on you. If you have a death wish, find the invincibility heart behind the last brick before attacking.



1

Shoot all four black creatures to find this elusive heart.

Note: The blue platforms get smaller if you don't have full health! Wow!

2

3

It looks like death, but you can safely crawl under these spikes.

BOSS

Baby Bowser, like the other Bosses, is easy to defeat. He takes six hits. The first three must occur while he's flying overhead.

Shoot bombs at him or the spikes above (the spikes can fall and hurt Bowser). He's protected by the green ghosts, but remember that bombs can bounce off walls!

The final three hits are bombs at his face or underside. His backside is invulnerable, so don't waste ammo. A final note: The tree of life can regenerate health, but avoid using all the fruit on it prematurely.

Depression hurts. Fighting Force and Tomb Raider II can help.

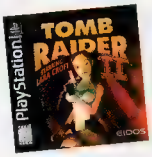
SIGNS AND SYMPTOMS OF DEPRESSION

- Persistent sadness and or irritability.
- Recurring thoughts of how much better life would be if you had Fighting Force or Tomb Raider II.
- Statements such as, "I'm bad. I'm stupid. No one likes me."

When depression strikes, immediately seek the help of a trained professional at your local video game store.

Wiping secretions

Research shows that the leading cause of depression among gamers is a noticeable lack of Eidos games. Fortunately, this deficiency can be treated both safely and effectively with games like Fighting Force or Tomb Raider II. But early intervention is crucial. Or else, it's only a matter of time before they threaten to do something really stupid, like go to therapy.



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system: N64
publisher: Ocean
developer: Imagineer/Genki

strategy talk

It looks like someone is finally starting to understand how to make fighting games for the N64. Last month, I covered WCW vs. NWO, the first fighting game for the N64 that was clearly designed with the N64 in mind—not just hammered into the same "fighting game" mold.

Fighters Destiny is another such game that seems to be trying to break that mold. Using just two buttons and the D-pad, you can pull off incredibly complex moves. The trick, as in WCW vs. NWO, is in the timing and the positioning. It favors the skilled, the patient, the observant—qualities real-world fighters strive for. Fighters Destiny also takes a new approach to scoring. The standard two-round knockout match is gone, replaced by a scoring system that penalizes cheap wins and favors—you guessed it—**skill**. It's long overdue.

—Benjamin "Mr. Hankey" Durbin and Mike "Scuzzlebutt" Vinikour

strat-stats

time to complete:
2 min., 100 matches
cheapest fighter:
Boro
funniest?
Ushi
what the heck is:
Phantom Weed
special thanks:
Soopah Playah!

EGM²

Fighters Destiny

Combat Tactics

❑ **Unlike most fighting games, Fighters Destiny uses a point system instead of just life bars.** Points are scored for knockdowns, throws, counter-moves, ring-outs, special maneuvers and by the judge's decision.

❑ **During the match, each fighter has a "stun meter" that drains out after each hit.** When the stun meter is gone, the fighter becomes dizzy. This is the time for the opponent to make his move and try to finish the match to score. While you are dizzy, you can still duck and move, but you can't block or escape throws. Rapidly pushing the buttons will help you recover from a dizzy faster, so the fight can go on. In essence, until your opponent takes you to the ground, you have unlimited life. This makes for interesting comebacks and drawn-out fights.

❑ **On the other hand, it also means matches can finish very quickly.** If you're good, you can move in and throw your opponent without landing a single attack! The match becomes more a matter of skill, instead of just pounding each other until someone falls.

❑ **Ultimately, the object of the match is to score seven points.** This means you can play as few as two rounds or as many as seven, depending on how you put away your opponent each round.

❑ **The gameplay eliminates some of the cheese that is all too frequent in fighting games.** Sure, ring-outs and stalling are still viable, but they score one point each, while a win by special attack—which requires you to stun your foe first—is four points.

❑ **You can enter the Options Menu to change** these numbers—not only longer time limits and ring sizes, but you can also change the point values awarded, giving you the power to punish or reward strategies as you see fit.

Specials — 4

Most Specials can be done only when the opponent is dizzy; some require you to get behind the opponent first. Remember, the dizzy opponent can still duck and move, so getting next to or behind him/her can be tricky—just one reason why Specials are worth the most points.

Knockdowns — 3

Everyone has knockdown moves. These come out slow, but if they connect, they will score you an instant three points. Most of them look pretty cool too, with some special effects coming off the attacker's body. If the opponent is dizzy, almost any solid attack will knock the opponent down.

Throws — 2

Every character has a variety of throws. They are a quick way to score points on someone who's off guard. When a throw is executed, a meter will come up on the bottom; this is the escape meter. If the victim doesn't press A+B before the meter runs empty, he/she will be thrown down for a score of two points.

Ring-Out — 1

This cheesy tactic only awards you one point, as there is no honor in this kind of victory. Fortunately, if you are knocked over the ledge, you can grab the edge and pull yourself back up. Some characters can even reach up from below the edge and pull you over—scoring two points and getting sweet revenge against such a shady tactic.

Counters — 3

Every fighter has a counter move. You can counter certain attacks, and if you succeed, you will knock the opponent down and score three points. Master these moves and you'll be a force to be reckoned with.

Decision — 1

If the timer runs out, the judge will score one point to the winner. The judge's decision is based on how aggressive you are and how many of your blows connect.

Master Challenge

This is the best one-player Mode in the game: Challenge the Masters to earn more moves for your fighter. Beat a Master and you get a new move. If you lose to a certain Master, you don't get his new move, but can continue to fight the others for their moves.

You can quit and save at any time, or fight on and risk all your skills. But if you have to fight a Joker and lose, not only is it game over but you lose all the skills you have learned up to that point!

The Masters start off pretty easy, but as you win, they get faster and more difficult. As for the Jokers, they're no pushovers. It's your choice whether to quit or continue on.

You can also learn one new move for each character by beating the game in the Vs Com Mode.

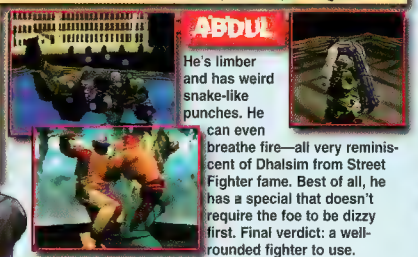
RYUJI

GAINED SKILL	COMMAND
BACK MACH PUNCH	↓ ↘ → B B B U → B
SURFACE MACH PUNCH	→ → A B U
SURFACE MACH PUNCH 2	→ → A A U B
COMBO HIGH-LOW	→ B B A
CON. 3 KICK	→ A B B
CON. 3 FIST	B B ← B
TRIPLE HIGH KICK	→ B B B
MACH UPPER	← ← U
MACH KICK	← ↙ ↓ A A B
ROCK CRASHER	→ B B B
SHINRA-BANSHO-ZAN	→ ↘ ↓ B

RYUJI A very well-rounded fighter, Ryuji has a Dragon Punch-type move that juggles for four hits. Ryuji has a good variety of attacks—the Ken/Ryu of the game. He's a good choice to start with.

ABDUL

GAINED SKILL	COMMAND
THRUST HELL THRUST	← B B B B B
FIRE BALL SKY	↓ ↑ U
HELL JAB 2	U U U
5 RAPID SNAKE	→ B ← B B B U
RABBIT HELL	↓ → U
DALLAH BOW	← → U A A
DALLAH CHEER	← → U A U B
POISON HAND	↑ U → U
PATA-PATA ATTACK	← → U U U
BATA-BATA ATTACK	→ → ↘ U
HELL HYAKURESTSU-KEN	↓ ← ↑ U



ABDUL He's limber and has weird snake-like punches. He can even breathe fire—all very reminiscent of Dhalsim from Street Fighter fame. Best of all, he has a special that doesn't require the foe to be dizzy first. Final verdict: a well-rounded fighter to use.

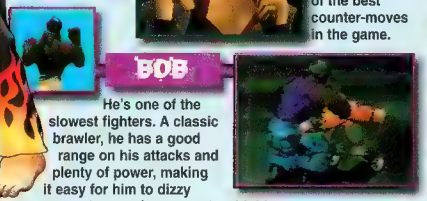
LEON

GAINED SKILL	COMMAND
DOUBLE LOW COUNTER HIGH	A A → U
JOLT KNUCKLE BLOW	→ → U → U
SUN KNUCKLE	↗ B U ↑ U
OUT SIDE SPIKE	↓ U
COMBO STRIKER ARM	← ← U U U
DOUBLE SPIN KICK	← ← U ↓ U
RAINBOW RISER (1-5)	← ↓ U+U•••
BACK KNUCKLE MELT	↙ B B A
BACK KNUCKLE RISE	↙ B U U ↙ B
JACKAL SPIN COMBO (2&3)	↘ U ← U
SUPER NOVA	↓ U

LEON He has powerful kicks. His special move has a very short range, so opponents will be able to back away from it rather easily. Leon has one of the best counter-moves in the game.

BOB

GAINED SKILL	COMMAND
COMBO MIDDLE STUB	A A → B
DRY BULL HEAD	← U → B B
COMBO HEEL BOMB	B B → B
DOUBLE HORIZON CHOP	→ → B → B
STEP HAMMER	↙ U ↙ B ↙ B
EVIL HAMMER	↗ ↓ U
JP BODY BLOW	↘ A B B ← B
JP HEAD RISE	↘ A B B ↘ B
ELBOW TWIST RIGHT	← → B B U
SINGLE HEEL BOMB	→ → ↘ B
OMEGA TORNADO	↓ ← ↑ B



BOB He's one of the slowest fighters. A classic brawler, he has a good range on his attacks and plenty of power, making it easy for him to dizzy opponents once he connects with his attacks. He is also an excellent choice for a defensive player.

Pierre

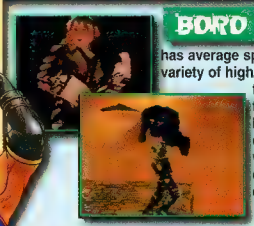
Gained Skill	Command
Infinity Spin	(tap rapidly while turning around)
Unbelievable	A+B (opponent behind you)
Satellite Kick	← → B (opponent behind you)
(Delay Satellite)	← → B ↓ B (opponent behind you)
Back Heel Tap 3	↓ B B B (opponent behind you)
Double Spin Low 2	→ A A
Combo Elbow	B B B → B
Combo Crouch Kick	B B B A
Air Low Kick	↓ → B B A
Quick Middle	← B B
(Crabbe Kick)	← B B ↑ B
Banboo-copter	→ ↓ ↘ B
Mysterious Dance	← ← → B

Pierre

This guy's a clown. Keep dodging—Pierre's nose grows as he spins around. The bigger the nose, the more attacks and taunts he can do. He likes to drop down, roll around and act silly.

Boro

Gained Skill	Command
High Low Side Kick	→ B A
Joint Sky Cannon	→ → B B B
Raising Dragon	↓ ↘ → ↙ B
Mau-So-Kyaku 2	↓ ↙ ← B ← →
5 Back Fist	↓ B B B B ↓ B
6 Back Fist	↓ B B B B ↓ B B
Plain Step Kick	→ A B B
Plain Step Low	↓ A B A
Rainbow Somersault 2	↙ B ↓ B
Rainbow Somersault 3	↙ B ↓ B ↘ B
Somersault Slider	← A B
Elbow Upper	← B → B B



Boro

Boro is strong and has average speed and a variety of high/low attacks to confuse foes. She has a good counter, as well as cheap combos for quick wins.

Tomahawk

Gained Skill	Command
KK Blow	→ B B → B
Drop Kick 2	→ → B
Power Toe	B B ↓ B
Stomping 4	→ A A A A
Fight Kick	↓ ↙ ← B
Low Drop Kick	→ → A
Quick Quarter	↓ B
Ali Savate	↘ A B
Reverse Drop Kick	↑ B (opponent behind you)
Throw Reserve	← → → A+B
Reserve Breaker	→ → A+B ↖ ← ↙
Reserve Dragon	→ → A+B ← →
Reserve Atomic	→ → A+B ← (behind opponent)
Reserve Giant	→ → A+B ← ↙ ↓ ↘
Final Bomber	↓ ↑ → B

Tomahawk

This wrestler is slow but very powerful. Use Tomahawk after you get accustomed to how the game plays and after you've mastered some of the other fighters.

Key to Moves Lists

- **Knockdowns** — This move can achieve a one-hit knockdown.
- **Float** — This move can float or "juggle" the opponent.
- **Counter** — Three-point Counter move.
- **Reel** — This move will leave the opponent reeling (not dizzy).
- **Special** — This move is a special; opponent must be dizzy.
- **Throws** — This move is a throw and can be escaped.

→ Tap → Hold

Master Challenge *Vs. Com*

Hidden Fighters

- For defense, you can hold **R** to block, or hold **L** to duck and dodge. Against the computer, however, we've found that the best defense is a strong offense.
- There are four hidden fighters: **Ushi** (the cow, Rodeo Mode), **Robert** (the dummy, Fastest Mode), **Master** (Master Challenge) and Joker (Survivor Mode?).
- All of the hidden fighters' moves are available in the game; just look at the Command Screen.

Ninja

Gained Skill	Command
Phantom Weed	↓ ↙ ← B ← → B ↙ B → A ↓ ↙ ← B ↓ ↙ ↓
Phantom Weed 2	↓ ↙ ← B ← → B ↙ B → A ↓ ↙ ← B B ↑ ↓ B
Avalanche Knee	↘ B A B
Cho-Chu-Gaki	→ ↘ B
Moonlike Feet	→ B B → B
Wau-So-Kyaku	↙ ↓ ↑ B
Evil Spread	↓ B
Amagake	↓ ↙ ← B
Dust	→ ← B
True Hidden Feet	A B → B
Armor Crack	← ← B ↑ ↑ B
Chidori-Uchi	→ ↘ ↓ ↙ ← B

NINJA He has a lot of difficult attacks that require good skill to pull off. Once mastered, he's very powerful and has many multihit attacks. He's like Akira (in Virtua Fighter) with the odd button and move combinations that yield strong attacks and counters. Use him only after you've mastered the others and you need to push the learning curve.

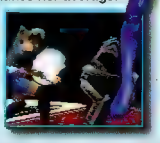
Mei-Ling

Gained Skill	Command
Triangle Heel	← → B
En-Koo Thigh	↘ B
Guin-Kaku	→ → A
(Guin-Ten-Kakusho)	→ → A B B B B
(Guin-Shokyaku-Shotai)	→ → A A A A A
Kin-Kaku	↓ A+B
(Middle Kin-Ten-Kakuhosho)	↓ A+B B B B → B
(Kin-Ten-Kakuhosho)	↓ A+B B B B B B
(Kin-Shokaku-Shotai)	↓ A+B A A A A
Shisen-Yakuman	B B A B B ↓ B
Butterfly Attack	→ B B
Butterfly Clean	→ B A
Sliding 2	← ↙ ← A
Dragon Jump	A A A B
Cross Elbow	→ ← B
4th Gate Thunder Kick	→ ↘ ↓ B

MEI-LING She's very quick—especially her punches! As a tradeoff, she does less damage, and it takes her longer to dizzy her opponent. She's most effective on the offense. Of all the fighters, is the top choice for button-mashing, random style players just starting the game.

Valerie

Gained Skill	Command
Double Palm Attack	→ B B B → B
Chutotsu-Teng-Chi	→ → B ↑ B A
Palm Hit Cancel	→ → R
Sanda-So-Teng-Kyaku	B B B A ← B
Dance	← B B B A
Long Dodge & Attack	← A+B
Eagle Killer	→ → B
Double Upper	↘ B ↘ B
Elbow Twist Thrust	B (opponent behind you)
Rashin-Kikow-Sen	← ← B
Heaven Earth Breaker	↙ → ↙ ↘ B



VALERIE She has lunge attacks that can be mixed up high and low for multiple hits. The game calls her an "aerial" fighter, but the game's overall lack of such moves makes her average.

The real wheel

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Alundra

system: PlayStation
publisher: Working Designs
developer: SCE/Matrix

strategy talk

Before the days of the instant Internet FAQs and strategy mags, before the PlayStation, the Super NES or even the NES, there was the lowly Atari 2600 and a game called, simply, "Adventure." Imagine my delight to discover, alone and unaided, the now-legendary "invisible dot," and the subsequent secret room it unlocked. My joy and amazement were unparalleled—it was as if I had a whole new game to enjoy. I played twice as much *after* I had won, looking for more undiscovered Adventure.

It's in that spirit that I present you this second half of the walk-through. Everything you need to beat the game is there, but it didn't feel right to tell you *everything*.

But...if you do get Yuri's sword...you'll let me know how, right?

—Benjamin "Mr. Hankey" Durbin

Special thanks: Henry LaPierre, freeza@ix.netcom.com, writer of the Alundra walk-through that appears on the Web.

strat-stats

time to complete:
layout=gamex4
challenge:
mostly harmless
memory cards used:
six? seven?
had enough yet?
yes, thanks
must see:
Wallace & Grommit

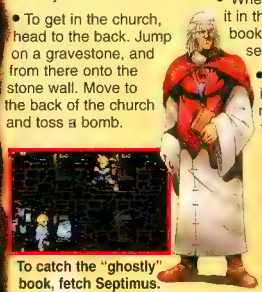
ALUNDRA

Strategy Walk-through, Part II

SECRET SANCTUARY

Eventually Alundra and Septimus come to suspect Ronan in the mysterious deaths plaguing the village. After speaking to Jess about it, go to the church to find out for yourself.

- To get in the church, head to the back. Jump on a gravestone, and from there onto the stone wall. Move to the back of the church and toss a bomb.



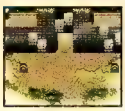
To catch the "ghostly" book, fetch Septimus.

- Once inside, follow Septimus' lead. If at any time you get stuck, go back and speak to him.
- Always tell Septimus to activate any switches you find.
- When you get the book, put it in the empty spot on the bookcase. (The second book serves the same purpose.)
- To reach the switch plate in the downstairs west room, go upstairs and jump through the hole.

Meia's Dream

After you return from the Sanctuary, Septimus will help you sneak into Meia's dreams to find out more about her.

- Once inside Meia's dream, you'll have to play a game of hide-and-seek with her. Each time you find her, she will run into one of the caves at the top of the area. Solve the puzzle inside to reach Meia and break her out of the statue.
- You will find a **Life Vessel** and a **Gilded Falcon** here.
- To solve the third cave, burn all the bushes, then swim behind the statue and around to reach it.
- The fifth cave requires you to flip the switches so the blocks fall in a stair formation. First, stand in the way of the bottom block and release it when it's lined up with the block above. Then flip the switch when the blocks are near the center point. You can use the **Iron Flail** to break a block or two–or you can leave the room and return to reset the puzzle.



- In the last game you play with Meia, move when she has her eyes closed, and hide when she stops counting. You can usually make it from the bottom all the way to the top pillar in one run.

new equipment (part 2)

Holy Sword
Forged from the dreams of Inoa.

Willow Bow
Found in Forest; has charge attack.

Silver Armor
Naomi will give you this to fight Melzas.

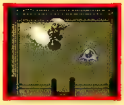
Charm Boots
Found in Mt. Torla; can walk in hazards.

RIVERSIDE BAR

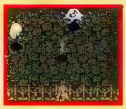
Before you continue your quest, stop off in the Riverside Bar to power up for your journeys.

- Get the **pass** to enter the bar by jumping into the chimney of Lutas' house.

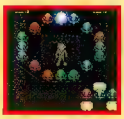
- Proceed to the bar, found just west of Inoa. Once inside, talk to the bartender to gain access to the gambling den downstairs.
- The object of each game is to continue betting your winnings until you win five times in a row. This will "break the house" and you will be awarded a **Life Vessel**.
- The first game (at the far left of the hall) is the easiest. In later rounds, watch for sets of two and three slimes to appear. Usually a single decoy slime will appear on one side of the ring, followed by a double or triple on the opposite side. Don't be fooled.



- The second game is a shooting gallery. Again, you must win five rounds in a row. The first round is easy, the only complication being that you must jump and shoot to hit some slimes. Rounds two and three include a moving rock that gets in the way of the slimes. Rounds four and five have a chicken that gets in your way. Every hit on the chicken deducts one point from your final score.



- The third game is roulette, a game of pure chance...or so it seems. There are some things you can do to improve your chances here. Generally, the wheel will stop seven to nine spaces away from its starting position. It also seems to prefer to land on one of the pairs instead of a single gem. If the black gem falls within the seven to nine range, it will almost always land on the black gem and you will lose. Remember you can play again immediately—in which case play continues from the gem you left off—or you can exit the room entirely to reset the game to the black gem.



The Side Quests

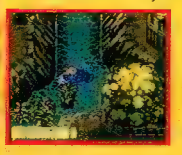
Once you get the Power Glove from Jess and the magic beans from Nava, there are some side quests you should complete. You don't have to finish these quests to proceed, but the items and features you find will make many future tasks easier. Areas of the map that were inaccessible will become available to you as well.

- The **Power Glove** enables you to lift any of the engraved rocks.
- The **Fire Wand** will allow you to burn away thorn bushes that impede your progress.
- The magic **Spring Beans** (planted in those yellow pots you see from time to time) can vault you up to higher ledges.
- **Mining Bombs** can destroy brown stumps.
- The **Iron Flail** smashes rocks.

Fire

- To find the **Fire Wand**, head first to the head of the river just above the mine. Move downstream and take the west branch of the river (past the whirlpools).

- Swim under the bridge and continue west. At the next branch off, take the west side again and press hard toward the weeds. Do NOT try to



power swim your way through—just hold the D-pad firmly toward the weeds until you make it through. Climb up on the dock on the west bank and go southwest.

- When you reach the rock etched with ruins, pick it up (you should have the **Power Glove** by now) and toss it aside. Continue on and enter the cave mouth. Working your way through this series of caves, you should emerge at the Fire House.

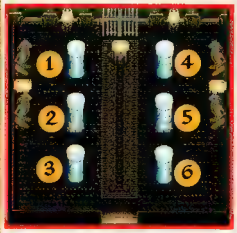
- In the Fire House, you will face a series of tests to prove your mastery over flame. The first tests require you to strike a moving fireball so that it lights all the orbs.

- The final test is easiest if you simply follow the fireball by sticking very close to it.

Eventually it will come to rest on the third symbol in the first column, and you'll win.

Ice

The Ice Wand can be found near Mt. Torla, but it is very cleverly hidden. First you must find the hidden passage. You will need the **Fire Wand** to burn the thorn bush in your way. Work your way through the trees and to the entrance.



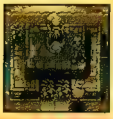
- To solve the first puzzle push the pillars as follows (see above): **3 up, 2 left, 1 down, 4 left, 2 up, 2 right, 3 left, 6 up, 6 left, 6 up, 6 left.**

- In the next room, turn the left switch to face left; turn the right switch to face down.

- The final puzzle requires you to line up pillars so you can jump across them to reach the high ledge. Push each pillar in the order shown below:

Yuri

Rumor has it that you can acquire the legendary **Sword of Yuri**– the most powerful weapon in the game—if you can get to this point without dying even once along the way.



Nava's Charm

- Go to the caretaker's house just to the right of the church and make your way downstairs. Now that you have the fire wand, you can finish this puzzle.

- Light the orbs in the order shown. You'll get **Nava's Charm**. This item increases your defensive strength.

Life Vessels

1) Chest in Tam's Manor
2) Buy from Naomi in Inoa
3) In Mine just before exit
4) Reward at end of Lars' crypt
5) Found in Bonaire's dream
6) In south shop (buy armor first)
7) In Sand Palace before exit
8) South of Reptile Lair in swamp
9) Coastal Cave before Boss
10) In 3rd tower of Kline's dream
11) In pool above waterfall
12) Across bridge in Reptile Lair
13) In Giles' nightmare
14) In thorn bushes in Magyscar
15) Casino for 5 rounds vs slime
16) Casino for 5 target shooting
17) Casino for 5 roulette games
18) Bought for 15 Falcons
19) Bought for 25 Falcons
20) Bought for 35 Falcons
21) Bought for 45 Falcons
22) In church north of Inoa
23) In dream of Hide and Seek
24) Near signpost to Tarn Manor
25) Ledge above Millhouse
26) South of entrance to Magyscar
27) Chest NE of Riverside Bar
28) In desert behind hot pillars
29) In log jump area of Nirude
30) In shoulder area of Nirude
31) In Fairy Cave, on cliffs
32) High ledge in Elena's dream
33) In Forest of Illusion (outside)
34) In Forest of Illusion (caves)
35) In Murgg tree, far right
36) In Murgg tree, far left
37) In lava pit of Mt. Torla
38) In twin's dream
39) On high ledge of Nava's
40) In Melzas' dining room

Gold Falcons

1) In Tam's Manor
2) In Wendell's dream
3) In Olen's dream (act fast)
4) Olen's house (before Mine)
5) In Mine (east of save point)
6) In Lars' crypt (fall on it)
7) In Bonaire's dream
8) Near 3rd statue in Pyramid
9) On rock formation in desert
10) On riverbank near Mill
11) Hidden in Coastal Cave
12) Behind Nava's house
13) Behind stump near Nava's
14) 3rd tower, Kline's dream
15) By statue in Reptile Lair
16) In Giles' dream
17) In Meia's dream
18) Near pool by shop
19) Near river banks by mine
20) On high ledge by swamp
21) In Magyscar (by bushes)
22) On Nava's bookshelf
23) In Millhouse
24) Near pole just east of Inoa
25) Across river NW of Nava's
26) In cave under Ruins
27) Just beside L2 blue book
28) Near Captain's store
29) In cave NW of Millhouse
30) On ledge SE of Ice House
31) On ledge of N desert area
32) In cave above Olen's
33) In house beside mine
34) Beneath Nirude's lair
35) In well by shopkeeper's
36) In NE area outside Nirude
37) In foot section of Nirude
38) On island with Crest
39) In Elene's dream
40) In chest E of Ruins
41) Top of Forest
42) NE balcony of Tree
43) In Mt. Torla
44) In twins' dream
45) In Island Passages
46) West of entry to Melzas'
47) On island by Reptile Lair
48) (rumors only)
49) (rumors only)
50) (rumors only)

Starting at 15 Falcons, and each five Falcons thereafter, the Captain will trade you for valuable items. Visit often!

A DANCE WITH NIRUDE

When you have completed the side quests you will be ready to tackle the followers of Nirude. Go back to the Millhouse and enter the cave on the right.

FLOOM ZOOM

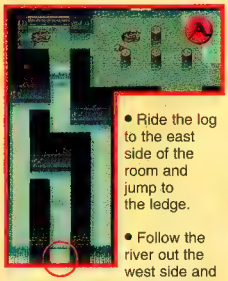
- Make your way upstream, over the ledges and onto the platform in the upper left.

- When the first log falls, jump from the ledge to the log and quickly continue jumping until you're on the third log.

- As you reach the waterfall, jump from the third log onto the fourth. Ride it over the waterfall.

- When you pass between the spiked balls and the third log meets up with you again, walk onto it.

- Once you pass the smaller spike, walk back onto the other log.

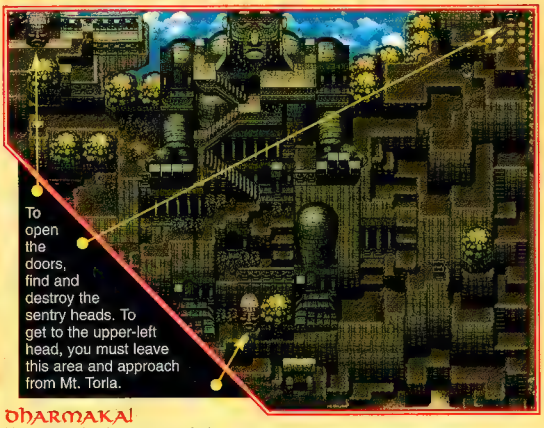


- Ride the log to the east side of the room and jump to the ledge.

- Follow the river out the west side and to the platform. Cross the gap and exit through the south door.

- Find the pump room in this area and destroy the pump. Walk behind the waterfall in the pump room and drop down.

- Return to area A and exit through the upper-right door. Make your way through these rooms and you will wind up outside, in a small pool on the southwest side of the Nirude area.


To open the doors, find and destroy the sentry heads. To get to the upper-left head, you must leave this area and approach from Mt. Torla.

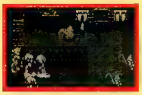
DHARMAKAI

Use the spring bean to reach the stairs, then climb up and push the boulder out of your way. This will open up most of the area for you.

- To open the doors on the statue, destroy all sentry statues.

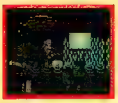
- Beginning with the feet, you must enter the rooms inside the statue, slowly working your way up.

- Many of the statues inside can be pushed, revealing doors or switch plates.

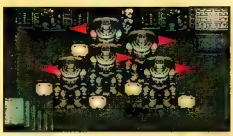


- You can't destroy all these creatures. To "defeat" this trap, simply leave the room and come back.

- You must hit the switch plate so the barrel falls on the moving platform. The easiest way to do this is to enter the room and hit the switch right away.



- Push the statues as shown.



- Push this pillar to gain access to the hidden engine rooms below.

- Once you drop down onto the high ledge of the room below, push the statue to the side and enter the door to the north.

- To start the engine, flip the switches as directed: **left, right, left, left, right, right**. This will start up the engine. Return to the room above where you pushed the pillar–but this time head through the doorway to the west.

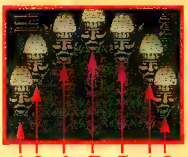
- Jump onto the platform and enter the door on the other side. In the next room, make your way through the spiked balls to the room below. Push the statue to the left and exit to the south. After your encounter in the next room–where the follower locks himself behind the gate–return to the room with the moving platforms.

- Use your bombs to trigger the switches and work your way across to the east side of this room. Exit through the door on the far right.

- After defeating the enemies in the next room, you will receive a **key**. Return with this key to the locked gate and pass through.

- Once locked in the small room, push the pillars to the south, starting on the right and working over to the left. This will cause the hand outside to release the rocks, clearing your path to the upper doors.

- The most difficult trap in this area involves seven head guardians. Destroy them in the order in which they fall into the room, summed up below.



NIRUDE

This is one of the easiest Bosses in the game. Just keep running away from the golem. As you run, bits of rock will fall in your path. Use your charge attack to clear them away.

FAIRY POND

To get to the pond, jump in the first whirlpool you see as you float down the river from the mine. Once you cross over, swim into the large whirlpool and you will end up in the fairy pond.

- There is a secret passage you must find to advance beyond the initial rooms.

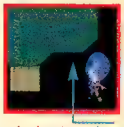
- Watch your shadow when jumping to make your landing.

- You can ride the large air bubbles to the top.

Elene's Dream

This time around, Meia enters the dream with you to help out:

- The stone blocks with the arrows allow you to step off and fall to areas below.
- Under the pool area are hidden passages. Test the walls to see if they are solid or not.
- To combat the Hidden Eyes, the **bow** works well. Shoot the creature once to lower the eye, then jump and shoot. It takes a while but it is much safer.
- In the section where you work with Meia to trigger the switch plates, it works best if you do not wait for her. Jump across the sequence as quickly as you can and let her keep up with you.
- When you enter the fight against two Hidden Eyes in the small room, run down to the bottom of the screen, jump on the ledge there and walk as far east as you can. They can't reach you there (see above).



Stonehenge?

Eventually you will want to open the stone arches for your use.

- Make your way to the most northeastern corner of the desert and enter the cave there.
- Jump across the wooden platforms and get the **key** from the chest. (You can also get a **life vessel** here, by freezing and then smashing the red pillars.)
- Exit the cave and go to the lower-left corner of this area; enter the house you'll find there.
- In the next room, flip both levers at the same time–use your bomb as a time delay. This will drain the moat outside.
- Go back outside and enter the now-empty moat. Find the cave on the south side of the moat.
- Follow Berue's directions to unlock the stone arches. You must repeat a sequence in the correct order, as quickly as possible.
- The arches only work one way until you enter them from the surface.

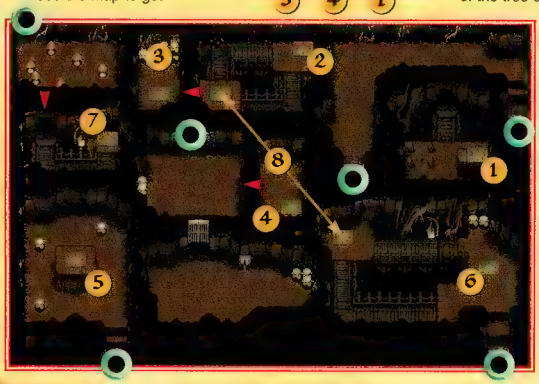
Lost Woods & Tree Tower

If you've been itching for your chance to stick it to the Murgg, your time has come. After Elene's dream, speak to Meia and she will give you the **Tree Jewel**. Use this jewel to unlock the door to the forest.

- Approach the forest from the south side–you'll need to pick your way north through the ruins.
- The entrance to the Murgg tree is secret and hidden in the caves below. There are many cave entrances, marked on the map with green circles.
- In the cave, you'll find many transporters leading to the main puzzle of this area. The matched pairs are shown here.
- There are also a couple of secret passages, marked with red arrows.
- Once you reach this area, use the map to get your bearings. Flip the switch plates in this order:

Enter: 4, Switch: 3, Exit: 3.
Transfer through 8.
Enter: 6, Switch: 6, Switch 5.
Exit through 5. Go outside.
Return to area 7.
Enter 7, cross bridge.

- After you get through the Murgg ambush, cross the wooden bridge and exit to the outdoors again. Make your way northeast, move the pillar and exit to the north.



You'll soon find yourself in the village of the Murgg. You won't have much time for sightseeing, however, as you are immediately captured and thrown in a cell.

- Your cellmate is a locksmith. Yes, he'll come in handy later.
- Break through the back wall with a bomb.
- The secret passages behind your cell are dark and hard to navigate, but eventually will lead you to some stairs in the northeast corner. Climb the stairs and defeat the Murgg there to get access to the outside world again.
- Your goal is to get access to the treetop by way of the elevator in the main trunk section–which sadly is guarded by a thick door.
- Navigating the side sections of the tree usually involves killing enough Murgg to open the next door or trigger the next item.
- To free the locksmith, enter the left-side door of the tree and work your way up until you exit onto the walkways in the tree. Look for a spot on the railing where you can drop down to the next walkway. Head west, climb on top of the hut, and jump down the chimney.

- After you free him, the locksmith will hide in the huts outside. The first time you need him, he will be in the lower-left hut. After that, he'll hide in a different spot.
- There is also a save point in one of the huts.
- After making your way through the center section, and emerging again onto the walkways, head to the right and look for a switch. This will lower a long ladder to the ground so you don't have to go through the tree each time.
- When you find the key to the elevator, you'll find it doesn't fit properly. Use it anyway—don't be afraid to force it. It won't work, so you'll have to fetch the locksmith again. After he works on the key, "...it slides into the lock like the homecoming queen into the back seat of the quarterback's car" (at least that's how my pre-release version tells it!).

Zazan

This Boss takes some time to defeat. You should head to the save point to replenish your life and magic before you tackle him.

Zazan has three attack forms:

1. Spinning Attack: He'll stretch out his arms and spin toward you. He can't be hurt in this form.

2. Boulder Attack: Zazan will pick up and throw rocks at you.

3. Murgg Followers: Zazan will screech and beat his chest, bringing four or five Murgg.

Torla Mountain

If you don't have the **Ice Wand** yet, you'll need it before you head into Torla Mountain–now an active volcano.

- Approach the mountain from the west, crossing the wooden bridges to reach the ledges.

- From the ledges, jump onto the first rock platform, which will be lifted by a geyser. As you jump, the next rock you need will rise up to meet you. The last rock, however, is stuck. Jump up and down on it a couple of times to loosen it up, and you can reach the cave on the ledge.

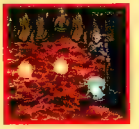
- Inside the mountain, several strategies work throughout. First, equip your **Ice Wand**. It will be your weapon of choice.

- Kill any phoenix you see.

- Remember you can use the **Ice Wand** to freeze the hot pillars, then switch to the **Crusher** to smash them out of your way.

- When you see the two orbs, light the left-hand orb with the **Fire Wand**. Don't light the right-hand orb or you will actually close off some areas.

- When you reach the room with the spurting fireballs, equip your **Ice Wand**. You can freeze the fireballs and then jump on them like a ledge. As long as you stand on the fireball, it will not melt.



- Work your way across the fireballs and up. The best way to freeze the next fireball is to stand on the edge of the current ledge as far from the next fireball as possible. This gives your shot room to arc.

- There is a save point inside the next area, just down the left path.

- Freeze these pillars. Then, push them to gain access to the higher ledge.

- Use the **Fire Wand** to light all the orbs. Then equip the **Ice Wand** and extinguish all of the orbs except the one closest to the stone block. Jump up on the stone block and extinguish the last orb from there so you can ride it up.

- Don't forget that once you get the **Charm Boots**, you can walk in lava unharmed.

- After you get the key, you can enter the center cave, and from there use the key to get into the main puzzle room of this area.

- Use the rocks to make it up to the ledge to speak to the statue.

- You must light all the orbs in this area. Each time you light an orb, a gate will close. To light all of them, do it in the proper order:

1) Light the orb by the statue
2) Light the northeast orb
3) Light the southeast orb
4) Light the orb below the plate
5) Light the southwest orb
6) Light the northwest orb
7) Light the orb at top center

Once all the orbs are lit, the odd-shaped plate will activate. Use it to return to the northwest part of this screen and exit through the north gate.

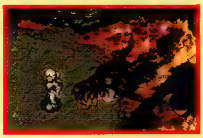
- Step off the bridge and fall into the area below to find a **Gold Falcon**.

- Once back at the bridge, burn the thorn bushes, then freeze the pillars. Push one of the pillars toward the other, then push it up the center of the bridge to the top so you can reach the high ledge.

- In the next room you reach, the statue will tell you to light the orbs in the room to the left and right. Freeze the pillar in each of these rooms and push it so you can use it to reach the orbs to light them. When you've succeeded, go back and speak to the statue to get access to Wilda.

Wilda

To defeat Wilda, avoid his attacks, then use the **Ice Wand** and strike him when he lowers his head. Save your magic for the Blue spell.

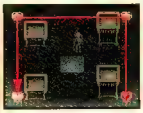


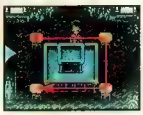
The Twins' Dream

Bergus is captured by the Murgg, but Septimus cleverly deduces that by entering the dream of Nestus, you can emerge in Bergus' location.

- Bergus and Nestus are twins, but their dreams are mirror images of each other: one blue dream, one gray dream. You will have to hop between one dream to the other to solve each of the puzzles. Follow the "flow" of the area and look for these puzzles.

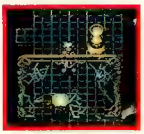
- The first puzzle requires you to trigger four switch plates—but, you must trigger them in the opposite order they flash in the other dream.



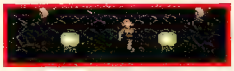


- In the second puzzle, watch the motion of the fireball in the gray dungeon. Go to the blue dungeon and trigger the plates in the opposite order.

- In the next puzzle, approach the mirror and pick up the barrel. Notice that the barrel on the other side moves as well. Position yourself on your side so that when you drop the barrel, the other barrel will land on the switch plate and shatter the mirror.

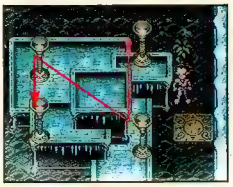


- In the gray dungeon, trigger these switch plates as follows:



L•R•R•L•R•L•L•R•L

- In the blue dungeon, light the orbs in the opposite order that they lit up in the gray dungeon.



- When you reach the landing areas, look for the switch plate on a platform just below you. This switch plate will "phase out" one of the green statues and replace it in the other dream with a solid statue.

- Jump on the switch plates in the order shown.

- Notice as you approach this mirror that there's a fireball floating on the other side. You can control the flame to get it to light the orbs in the correct order.

- When you reach the "entry" room of Bergus' dream, kill all the Murgg to open the door to the south. Exit here and enter the room with the three statues, where you will find a **Gold Falcon** and a **Life Vessel**.

Walk on to the warp plate to battle the Boss, which is...

The Evil Child

The final Boss for this dream is actually two creatures. But they move and act together, and to top it all off, if you kill one, the other one dies as well.

- The best way to beat this Boss: Stick near either the east or west wall and work on just one of the Bosses. If done right, you'll never see the other twin.

- After you beat the Boss, you'll exit Bergus' dream. You'll find yourself a prisoner of the Murgg again. To escape, smash the statue of Melzas with the **Crusher**.

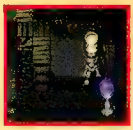
- When the room starts shaking, move as far south as possible. Wait for one of the rocks to hit the switch.

The Island Road

You should now have six of the seven Crests needed to raise the palace of Melzas. The last crest is held by Nava. Upon reaching his house, you will find him missing. Head down the stairs in the back.

• The "Solitary Island Road" is a series of 12 connected rooms. To make your way through them, pick one of the three doorways and stick with it until your path repeats. Then switch to another door.

• First you must find the room with the long staircase, with 12 orbs lining each side. Attempt to exit through the north door and you will be told to seek out the 12 orbs in the adjoining rooms.



• This is a tricky one. Don't try to jump to it with your weapon. Just throw the barrel at it.

• Each time you find and light one of the orbs in the rooms, the matching orb at the staircase will light up. Only when all 12 orbs are lit will you be able to continue on.

• Beyond these rooms you will find Nava's sanctuary, a house secluded on an island. Before you enter, get the **Life Vessel** and the Level 2 Air Spell from chests outside. Then save your game at the warp plate.

• Enter the house and find Nava. After defeating Zorgia, he will give you the seventh crest.

• To defeat Zorgia, keep moving! He can summon demonic bursts of energy as well as "power discs" that chase you. Keep near the edge of the battlefield and the discs will explode against the walls. Using your sword, wait for Zorgia to land and strike quickly. You'll take a lot of damage so have your Blue spell ready to go!

The Palace of Melzas

Time to raze–that is, raise– the palace of Melzas. Head for the northern section of the map, just east of the Murgg Tree. Walk up to the stone altars and you will place each crest into its niche. Five of the seven crests are easily accessible from here.

• To reach the sixth niche, jump into the water here and swim up onto the island. Again, don't try to "power swim" against the current, just maintain steady pressure toward the dock. After you place this crest, you will not be able to break the current again, so make sure you get all the chests while here.

• To reach the seventh niche, go south, back to the head of the river at the mine. Walk across the bridge by the waterfall and enter the cave there.

• Inside the cave you will see many slimes. Do not attack them until you are standing on the platform. Each slime you kill raises the platform a little bit more. Use wands or bombs to kill the slimes from above. The last niche is just north of the exit to this cave.

Lake Shrine

When the last crest is placed, the castle will rise from the water. The front gate is locked, so your first task is to break in.

• From the front gate, walk around to the right and jump in the water. Proceed through the rooms you find there. Don't expect any tricky puzzles just yet. Watch for switches to flip and enemies to kill to trigger the next event—nothing you haven't seen before.

• To turn off the energy columns, you need to find the rooms with the floating eyes. Shoot the eyes and the energy columns shut off.

• You need to loosen up the drawbridge chains on both sides.

• Once both chains are down, walk onto the parapet above the main gate and drop down.

Hedge Maze

• Look for areas in the bushes you can walk through. These areas are marked with a small dark spot on the bushes or a white tile on the ground. There are many of these in the maze and are key to solving this area. If you get stuck, always push against the maze walls.

• You must collect keys to open all the gates. You must also trigger both switch plates to turn off energy beams protecting the palace.

• The northwest corner contains a spot to replenish Life and Magic points. The northeast corner has a warp plate that takes you back to the well in Inoa to save.

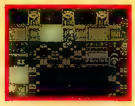
Lake Shrine Interior

• When you enter the main hall, Melzas throws you out and seals his chamber with six columns of energy. Your job is first, to restart time; then, to find the switches that turn off the columns.

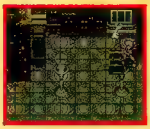
• To complete this level you need access to the roof. Look for areas where you can drop down.

• These puzzle rooms will test every skill you've learned so far.

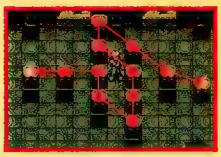
1. Using your bombs to time-delay the switch, step into the path of the platform to set it up. The other platform should be at the top island. Toss another bomb, then quickly hop over the center platform and onto the eastern one.

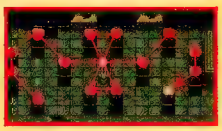


2. There's just enough room at the top edge to make it past the spiked ball without getting hit.



3. When you light the last orb in this room, a chest will fall onto it. Just make sure you light the northeast orb last, and you can reach the chest.





4. These rooms have similar solutions. Jump across the switches in the order shown to make it all the way in one run.

Melzas

• When you again access to the inner sanctum, Melzas summons a dragon to fight you first. Stay near the top edge of the area as the dragon can't breathe up here. When the dragon roars, it means he is about to pounce.

• The dragon seems to have trouble targeting you if you stand still in a corner. If you have the **Life Axel**, you can regenerate.

• After you defeat the dragon the people of Inoa will pray for you, and you'll recover your Life and Magic points. Plan for this.

• Next you fight Melzas. He will appear in several locations. You must strike the "true" Melzas first or he will cast some nasty mojo at you. The true Melzas is always the last to appear. Stay in the center of the room so you can see him wherever he gets off.

• If Melzas casts a spell at you, you are better off heading your ground to the center than trying to run away.

• Finally you must fight the final manifestation of Melzas. The only way to hurt this beast is to run up and strike the brain area.

• There's a little extra action for you at the end. Congratulations!

RIVEN

THE SEQUEL TO MYST

system PlayStation
publisher Acclaim
developer Sunsoft

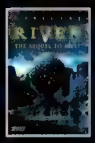
strategy talk

Calling all Myst players! Any gamer entranced with the awesome atmosphere and puzzles in Myst will be relieved and impressed once again with Riven. Relieved, because the puzzles are a little more obvious and open. Impressed, because Riven offers awesome ambiance and scenery—this game makes you feel like you're in another world.

One thing to remember while playing: Take notes! Any series of symbols or bits of information should be written down—most likely it will be used for a puzzle later on. It can be extremely frustrating to get all the way to the end, then realize you forgot a sequence and be forced to go all the way back.

The most important aspect of the game you'll need to learn is the number system.

—*Scott "Stan" Augustyn*



All maps courtesy of Brady Games Strategy Guides www.bradygames.com

strat-stats

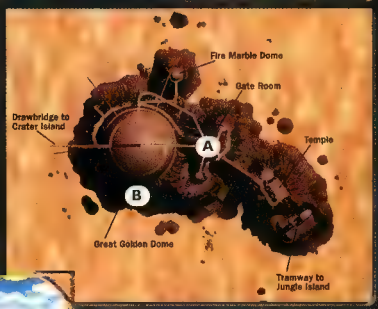
time to complete:
40-plus hours
challenge:
moderate to hard
PC better?
about the same
number of people seen in the game:
nine

From the Start:

A Before you enter the gate room, look for a button on the wall. Push this button four times then backtrack to the path. Go left from the gate room and crawl under the door you find. Go into the open room and flip the steam lever. On the way back, move the slider on the left and push the button on the right twice. Go to the next room and repeat the process. Go to the next door and do the same thing. You'll now have access to the dome.

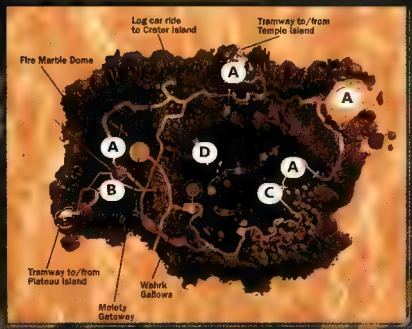
B Flip this switch then continue to the other path and flip the next one. Head back

TEMPLE ISLAND



In the room with the caged throne, the switch you want to throw is on the right-hand side, next to one of the porthole-like windows.

JUNGLE ISLAND



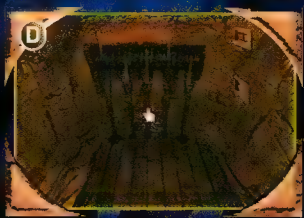
DISC 2: Prepare to Search

A This is one of the most search-intensive puzzles in the game. You must scour the island and locate four "eyes" that, when spun, give you a symbol and a sound. Both are important and should be remembered. You will need them later on. (I marked the approximate locations on the map with an A.)

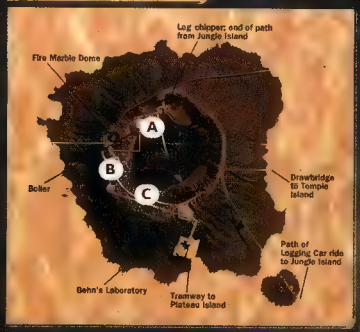
B To reach the top, flip the switch on the pillar in front of the jungle idol. This switch is on the side branch in front of the fire marble. Remember the symbol; it is important.

C You must travel through the village to find this contraption first. This is your submarine. Hit the lever and backtrack to the docks.

D This should be the first place you go to in your submarine. When you first get in, turn it around and press forward twice. You will get to this building. Move all the levers up to extend all the bridges. From this building, turn your sub around and head left. Learn the numbers in the school. When finished, turn your sub again and head left again. From the gallows head up and to the prison. Check the prison then hit the switch on the right.



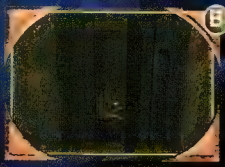
CRATER ISLAND



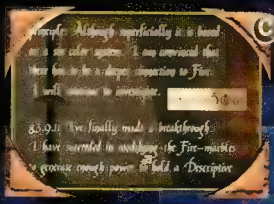
This island is not that large, but it will have you jumping from island to island once or twice. You will also learn a little more about Ghen.

DISC 3: Ghen's Lab

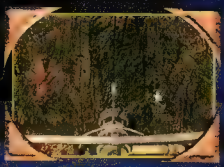
A From the start, flip the steam valve to the middle setting then make your way to this control. Turn the wheel. Flip the lower-right switch. Then turn left and punch the button. Now turn back and push the top-right lever. This will raise the floor level in the boiler and let you access the ladder in the center of the room.



B When exploring the island, you will come across many doors. Be careful around these; they usually hide other doors or passageways behind the open doors. Always close doors and check what's behind them if you can.

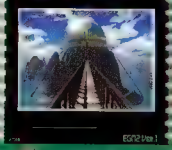


C When you use the outside lever to shut off the fan, you will find yourself in Ghen's lab. BE SURE TO READ THE BOOK ON THE TABLE! This is very important. Read through it and make a special note of the code you find in it. Unfortunately the code changes for every game.

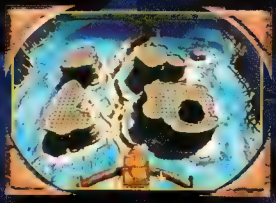


RIVEN

Riven for the PC smashed into the market. It created ripples that put it on top spots of many best-seller lists for weeks. The game has amazing graphics and killer sound to set the mood and feel of, this strange new world. Yet for the most part it's equal to the PS version.

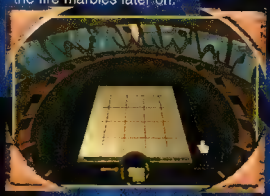


DISC 4: Notes and Notes



A After making your way through some cool scenery, you'll be able to go up an elevator and out to this machine. This is obviously a map of the five islands in Riven. Pressing the corresponding button will give a 3-D look of that island. The island you select will be the one you later scrutinize in the map room. Be sure to press at least one of them or you will not be able to gain entry to the map room.

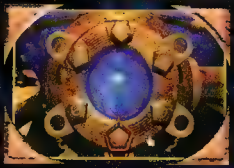
B In the map room, you will be given a schematic of sorts of the island you selected outside. What you need to do in this puzzle is to find, or guess, the locations of the fire marbles on each island. By pressing one of the orange squares, you will be given a 3-D look of that portion of the map. Be sure to make note of this, as you will need to know the position of the fire marbles later on.

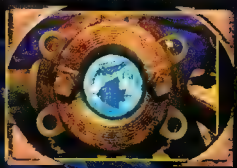


C Head back to the tram car and spin it. Then leave the car and gain access to the other door. You'll see a scribe run away and use a tram to run from you. Follow him to see him leave, then head back.

PLATEAU ISLAND

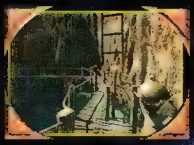
D Take some notes while in the throne room. First the lights: Match the symbols with the color of the light that's put off. One light is broken, so you'll have to guess with that one. Next, you can finally find out the fifth animal symbol by rotating the village cam—the fish.



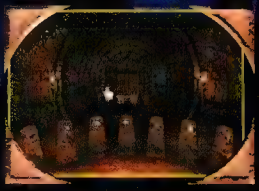


The Final Puzzles

A When you're finished in Ghen's throne room, take the tram that Ghen's scribe took. You will end up on Jungle Island. You must make your way through the island and back up to the prison cell you saw earlier.

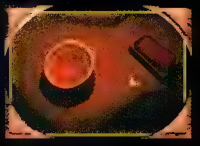


B Head back to this room with the 25 stones with animals on them. To get to the Moiety Age, enter the right combination of animals. You should know the animals from Jungle Island, and their positions from learning the Dni number system.

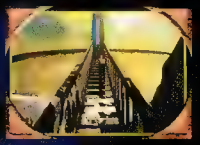


C After touching the linking book, you'll jet to the next age. From your landing spot, turn around and head toward the idol you see. Once you get close enough, you'll be captured by rebels and taken to their base.

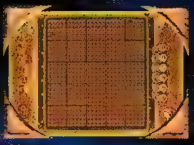
D Once you regain consciousness, check out your room. After looking out the windows, you'll be approached by a mysterious woman. She will mention Catherine's name and give you a couple of books. One is your trap book. Read the other journals but don't use your trap book. After you read those, the woman will return with a linking book.



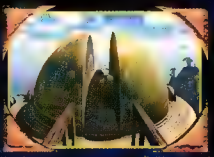
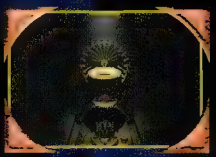
E From your returning point, you'll want to head back to Temple Island. Go through the gate room and up the bridge to the top of the golden dome. If the bridge isn't raised you'll have to go through, turn around, raise the bridge and take the other path back and around to the gate room. Make sure that that door is open from the gate room.



F On the top of the dome you must solve the marble puzzle. Put the marbles in the places where the fire marbles are on each island. The correct solution is below.

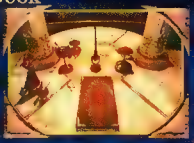


G After completing the marble puzzle, go down to the fire marble dome. Head to the center and enter the code from Ghen's journal. You will need to know the Dni numbers to get the correct order, though. Translate the symbols into numbers and put the sliders in those positions. Then use the linking book to go to Ghen.

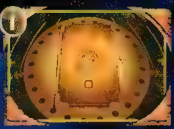



The Trap Book

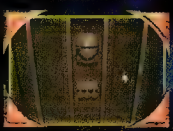
H You will arrive in a cage. Swivel around until you find a diamond-shaped panel and push the button. You will talk to Ghen for a while and he will ask you to touch your trap book first. Do it, watch him think it over and eventually touch the book as well. That will take care of Ghen. Whatever you do, do not touch the trap book again.



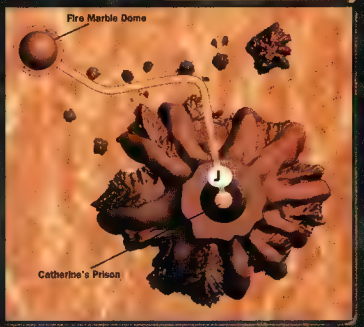
I After trapping Ghen check the area. You will want to go to the furnace-like machine and start it. Then flip a lever that's by a window. It'll lower the cage near your entrance. Then head down to Ghen's bedroom. Read his journal and check the watch. The tone that is played is the code to free Catherine from her prison. Remember that and head back up to the linking books—touch the one with the single square on the cover.



J Use the code here then flip the lever to free Catherine. Then make your way back to Temple Island to finish the last part of the puzzle.

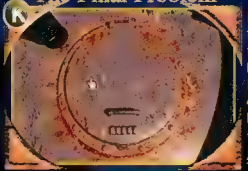


PRISON ISLAND



The Final Problem

K Head to the telescope from the beginning. Enter the code on the hatch from Catherine's journal. Then flip the peg on the lower left of the telescope. Move the lever on the right down and press the button on that lever many times until it crashes.



THE END OF IT ALL?

Riven has three possible endings. The good ending can be seen if you trap Ghen and free Catherine from her prison. The OK ending can be seen if you trap Ghen but fail to rescue Catherine from her prison cell. Finally, you will get the bad ending if you fail to trap Ghen. The endings are pretty good to watch though, so it's worth your time to play through three times to see them.

We give you Lara Croft's whole story!

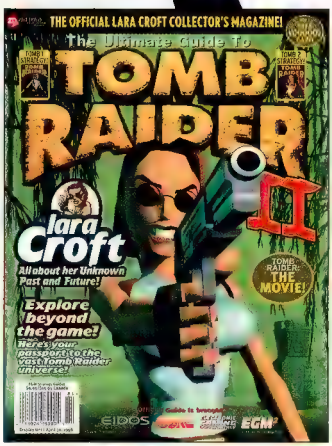
take the plunge

dress for success

- *This special publication takes you deeper into the world of the digital heroine more than anything else before it. We offer huge and easy-to-use strategy sections to Tomb Raider and Tomb Raider II, in addition to a revealing look at the woman who personifies video games this year, Lara Croft!*
- *We went to England to visit Lara's creators at Core Design to get the inside and final word on her creation and meteoric rise to the top!*
- *Find out what the future has in store for Lara and ponder as we did who could play her IF Hollywood decides the world needs a Tomb Raider movie starring Lara Croft.*
- *Get the inside word from the witch doctors at 3DFX about the upcoming Voodoo² PC accelerator card. Read what they have to say about Lara and her rise to fame on the PC.*

3Dfx makes lara cooler, baby

EIDOS INTERACTIVE CORE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Resident Evil 2

system: PlayStation
publisher: Capcom
developer: Capcom (Japan)

strategy talk

There's a good reason to play Resident Evil 2 over and over again. The most important feature is the addition of new quests. Both Claire and Leon have an extra quest. Surprisingly, things you do with one character will have effects on the other's quest. Enemies might be dead from before and items may have already been picked up. Most importantly, completing the game quickly enough (with a few restrictions) will earn you secret characters.

The second quests for Leon and Claire vary only slightly from their regular missions. The items have been relocated, and the Bosses are different. This guide will help you navigate the second missions, as well as give you a complete item breakdown for each room.

Overall tips: Conserve ammunition whenever possible. Avoid enemies whenever you can. Remember which rooms are crucial and which ones are not, to aid you in getting the best times.

—*The EGM² "South Park" Deadline Crew*

strat-stats

movie selection:
Dawn of the Dead
RE3 needs:
zombie children
weirdest character:
Tofu
must eat:
brains!!!
what's the best time?
send in your times
EGM²

LAST BOSS

First Scenario Last Boss: At Laboratory B5 in room 10, you will be confronted by the last Boss.

At first it still has the last shreds of its humanity. It's slow moving, so stand back and pump it with shots. Magnum or Flame Rounds will take it down after about five hits.

Then, it'll reveal a second form. It'll become a leaping beast that uses the chemicals as a perch to jump at you. Keep moving, and pause only to shoot when it pauses. Don't get cornered!

Dodge the beast when it jumps at you.

Remix

What makes the additional remixed adventures different?

1. Tyrant Attacks: A fearsome being known as Tyrant stalks you throughout the second quest.

2. Character Communication: Claire and Leon talk to each other via walkie-talkie, and ask each other to go to areas that the character hadn't been to in the first scenario.

3. Enemy Locations: Enemies like the alligator will stay dead if they were killed off in the previous adventure.

4. Item Locations: The most significant part of the remix is that the items have been switched around to different rooms—more exploration!

5. New Bosses: There are new and deadly Bosses to fight in the course of this new quest. Better save up your ammo.

6. Routes: Characters will take different routes. For example, Leon will go to the Chief's Chamber, and Claire will go to the Kennel.

LAST MONTH

In case you missed last month, we gave a comprehensive item location list, as well as maps to the entire game. We also provided clues to get past the hardest puzzles that Resident Evil 2 has to offer, as well as strategies for beating the Bosses and general enemies. We even had weapon recommendations and herbal mixing tips.

Caution: If you don't want to see this game spoiled for you, avoid looking at the next few pages. You were warned...

GRADING

You will be graded when you finish the game. Your grade is important if you wish to open the secrets.

A	Beat the game in under three hours
B	Get this rating when winning in 2-5 hours
C	From 5-7 hours will earn you a C rating
D	Over seven hours, and you'll earn "D"
E	The lowest ranking possible

Grading Qualifications: Not only is time a deciding factor in your grading. Here's other things to keep in mind.

1. Saving: Saving the game too many times is hazardous to your ranking. Anything over 11 times will start dropping you one full grade level.

2. Using the Special Weapon Cheats: There are ways to use infinite special weapons (more info on that on the following pages). The weapons that will kill your rating are the rocket launcher (unless scripted), submachine gun and the gatling gun.

Note: The only way to acquire an "E" rating is to take too long combined with doing one of these no-nos.

RESIDENT EVIL 2

PART 2

GAME SECRETS

You'll have to earn the secrets hidden in this game. The most deciding factor for acquiring the goodies is your grading. Not only must you get a good rating, you'll have to beat the game multiple times in succession to earn the really cool stuff.

If you were one of the players who was able to beat the game in less then three hours, Capcom has a new challenge for you...

Warning: Strategy was done from a preliminary copy, and is subject to change without notice.

ITEM LOCATIONS

POLICE STATION 1F

Room 1:
Shotgun
Ink Ribbon
Precinct Key (spade)

Room 2:
Police Memorandum
First Aid Spray

Room 3:
Green Herb
Handgun Ammunition
Memo to Leon
Precinct Key (heart) (Leon)
Detonator (Claire)

Room 4: Hallway
Handgun Ammunition
Green Herb

Room 5: File Room
Patrol Report
Ink Ribbon
First Aid Spray (Leon)
Lighter (Claire)

Room 6: Briefing Room
Operation Report #1
Red Jewel
Handgun Ammunition

Room 8: Staircase
Green Herb

Room 9:
Ink Ribbon
Operation Report #2

Room 10:
Handgun Ammunition

Room 11:
First Aid Spray
Rook Plug (Leon)
Eagle Stone (Claire)

Room 12:
Red Herb

Room 13:
Green Herb
Shotgun Shells (Leon)

Room 14:
Green Herb

RACCOON CITY POLICE DEPT. F1

Room 15: General Office
Ink Ribbon
Handgun Ammunition x2
Valve Handle
Shotgun Shells (Leon)
Police Station Map

Room 17:
Film
Shotgun Shells (Leon)
Bowgun Bolts (Claire)
Plastic Bomb

Room 18:
Golden Cog Wheel

Room 19:
Shotgun Shells (Leon)
Magnum Bullets (Leon)
Night Watchman's Diary
Acid Rounds (Claire)

TYRANT!!

Soon after putting out the flaming helicopter wreck, you'll see another chopper drop something into the building. It is called Tyrant. This solemn creature will pursue you throughout the second mission. Use the Magnum Rounds or Acid Rounds to get rid of him. When he dies, check his remains. You'll always find ammo on him. If worse comes to worst, you can always run away from him.

When you see him drop into the building, beware!

You will have to face Tyrant many times.

Each character enters the station differently. Leon enters the Police Department from the rear. Inside is a small office where he'll need to collect a **key**. From there, Leon should make his way to the shed. Claire will make her way to the Police Station Parking Lot. To the west is an office with the **Cabin Key** she'll need to use to get inside.

RACCOON CITY POLICE DEPT. F2

POLICE STATION 2F

Room 1:
Bishop Plug (Leon)
Serpent Stone (Claire)
Red Herb
Room 2:
Diamond Key (Leon)
Handgun Parts
Room 3: S.T.A.R.S. Room
First Aid Spray
Chris's Diary
Diamond Key (Claire)
Bowgun (Claire)
Magnum (Leon)
Fax to Chris
Room 6:
Red Jewel
Room 7:
Unicorn Medal
Room 9:
Secretary's Diary A
Room 10:
Chief Secretary's Diary B
Crank (Leon)
First Aid Spray (Claire)
Room 11:
Precinct Key (heart) (Claire)
Mayor's Diary
Mail to Chief (Claire)
Room 13:
Shotgun Shells (Leon)
Acid Rounds (Claire)
Room 15:
King Plug (Leon)
Blue Key Card
Blue Stone (Claire)
Room 16:
Green Herb (X3)
Room 17:
Handgun Ammunition
Green Herb
Room 18:
Ink Ribbon
Handgun Ammunition

POLICE STATION 3F

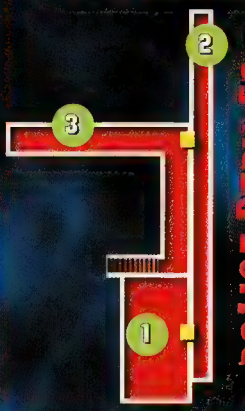
Room 1:
Knight Plug (Leon)
Blue Stone (Claire)

SEWAGE DISPOSAL AREA

Room 1:
Ink Ribbon
Room 2:
Sewage Disposal Map
Precinct Key (Club)
Room 3:
Grenade Rounds (Sherry/Claire)
Room 5:
Blue Herb
Room 6:
Shotgun Shells (Ada/Leon)

In the basement, you'll have to guide Sherry past vomiting deadly zombies. This is different from before, where you had to avoid vicious dogs. The goal of sending little Sherry on her way is to acquire the **Club Key.** Once you've retrieved this item, head back and give it to Claire. There are also some **Grenades** to gather as well.

PD. BASEMENT 1



POLICE DEPT. F3

Your Loss:
If you took all of the items out of the Weapons Room (B1 #10) your first time around, your second character may not even be able to enter this room. If you are able to, feel free to clean up on all of the ammunition this place has to offer. This is one of the few places where the first character's actions could hinder you later on.

GAME SECRETS

Special Infinite Weapons:
You can earn special weapons by beating the game under 2-1/2 hours. If you do so with the first mission, you'll earn the rocket launcher with infinite ammo. Conquer the second mission and you'll acquire the submachine gun, rocket launcher, and gatling gun.
Bear in mind that you must have a rating of "B" or higher. This means: Keep your saves to a bare minimum.

LIBRARY SECURITY

Window Shutters:
The best way to not get killed is to not see any enemies at all. Since this is impossible, you can at least cut down the number of those you'll have to face. If you lower the shutters down in the first scenario, you will face fewer numbers of zombies in both games. The hallways will remain devoid of the roving undead, as opposed to whole swarms of ammo-eating corpses.

Less monsters appear later if you do this earlier.

SEWAGE DISPOSAL AREA

Warning: Strategy was done from a preliminary copy, and is subject to change without notice.

BOSS

Instead of fighting the creature that burst out of poor ol' Ben, there is a nastier mutation instead. The new Boss is faster, and has tremendous reach when he swings the pipe. If you get nailed, he can hit you repeatedly. Use the walkway to keep him tied up, so he can't directly attack you. Then aim from an angle and nail him with five to eight shots of your most powerful weapon.

SEWERS B-1

Right Before B-1:
Handgun Ammunition
In B-1 Area:
Handgun Ammunition
First Aid Spray
Fax to Sewer Manager
Ink Ribbon
Acid Rounds (Claire)
Eagle Medal
Sewer Manager's Diary

SEWERS B-2

Room 1:
Grenade Rounds (Claire)
Room 5:
Sewer B-2 Map
Room 6:
Flame Rounds (Claire)
Wolf Medal (Leon)
Small Key (Leon)
Room 8:
Blue Herbs (whole bush)
Green Herb (X2)
Room 10: Trash Room
Shotgun Shells
Ink Ribbon

VACANT FACTORY

Room 1: Storage Area
Ink Ribbon
First Aid Spray
Shotgun Shells (Leon)
Magnum Bullets (Leon)
Flame Rounds (Claire)
Grenade Rounds (Claire)
Room 2: Elevator to Lab
Factory Map
Handgun Ammunition
Shotgun Shells
Flame Rounds
Room 3:
C. Panel Key

LABORATORY B1

Room 3:
Green Herb
Box
Room 4:
Master Key

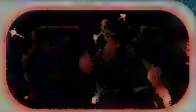
LABORATORY B2

P. Epsilon Report

BOSS

Bad things happen on the elevator. Midway through its journey, the elevator will be stopped by a rather large abomination. This Boss is a slightly nastier version of the last level Boss of the normal game. His attacks will hit you multiple times, so you've got to keep an eye on your life meter. A strong hit can kill you if you're weak. The signal for this attack is when he raises his arms.

You're best chance at survival is your mobility. Run around him, and blast away with your strongest weapon. As long as you use hit-and-run tactics, you'll live.



NO GATOR!

If you were able to kill the alligator in the first mission, he will not appear in the second quest. Remember, the best way to kill off the gator (if he's still around) is to release the canister when it appears. You can do this by pressing a yellow light that can be found on the left-hand wall. When the beast takes the canister in his mouth, shoot the object. True to *Jaws* style, the shark, er, alligator will blow up.

"*Smile, you son of a bitch!*"

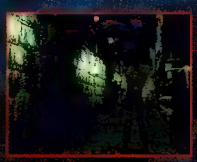
VACANT FACTORY

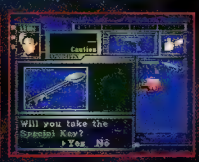
GAME SECRETS

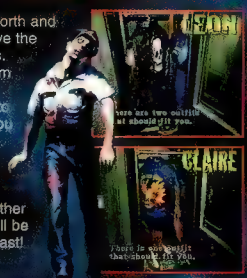
Costume Changes: You will not only see a special zombie, and get to wear new outfits, but you also get enhanced weaponry.

Here's How: On the Normal difficulty setting, make your way to the Police Department without picking up any items. Make your way to the front of the Police Department. You'll see a zombie who looks a lot like Brad Vickers from the first Resident Evil. Kill him, using whatever you have at your disposal, or venturing forth and equipping yourself. He'll have the **Special Key** on his remains.

Make your way to the room by the stairway in the lobby. Use the key on the lockers to find a new outfit. If you are Leon, you will be able to fire one-handed. Claire will nab the **Colt S.A.A.** gun. The result for either character is that you'll be able to fire twice as fast!







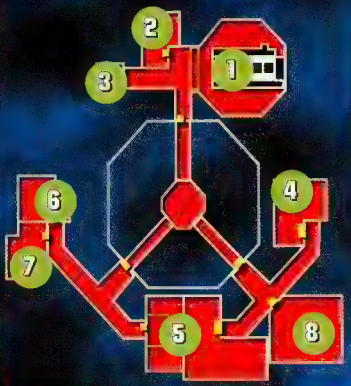
LABORATORY B4

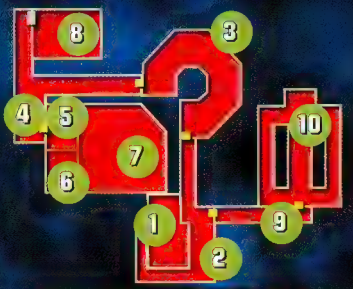
Room 2:
Sherry (Leon)
Green Herb
Acid Rounds
Fire Rounds
Ink Ribbon
Room 4: Frozen Lab Room
Fuse Case
Fuse
First Aid Spray
Room 6: Big Plant
Green Herb (X2)
Room 6:
B.O.W. Sprinkler Comp.
Blue Herbs (whole bush)
Laboratory Security Manual
Temporary User Registration
Flamethrower (Leon)
Flame Rounds (Claire)
Red Key Card
Room 7:
Ink Ribbon
Shotgun Shells (X2) (Leon)
Grenade Rounds (X2) (Claire)

LABORATORY B5

Room 2:
Green Herb (X3)
Room 3:
Laboratory Map File
Room 4:
Red Herb
Room 5:
Magnum Parts (Leon)
Grenade Rounds (X2) (Claire)
Room 7:
P. Room Key

Use the maps in conjunction with these lists to find the vast number of new locations. Compare this list with those of last issue to really see how things have changed.





LABORATORY B4 & B5

GAME SECRETS

HUNK

If you are able to acquire an "A" rating in either of the second character missions, you will get to play as one of the men who survived the attack from the creature in the sewers.

Playing as Hunk is a small but deadly mission. There is no exploration, just action. You must make your way to the roof, starting inside the sewers. This is your warm-up for the next hidden character, Tofu. Conserve ammunition and run whenever you can from the zombies.

Hunk must reach the police station rooftop.

Conserve your equipment, you'll need it later.

TOFU

Tofu is Capcom's challenge to the best. He is the fourth Survivor of the Raccoon City disaster. As a walking hunk of bean curd, he's as unlikely a hero as any.

Here's How to Play as Tofu: First you must beat six two-part missions, and earn Hunk as well.

The Mission and Survival: Tofu's mission is near impossible, although it is identical to Hunk's in every respect. However, this bean-boy is armed only with a knife. The key to surviving with Tofu is to memorize each room so you can dodge foes. The last Boss isn't worth fighting. Get hit, and make your way past him to win. Hard enough?

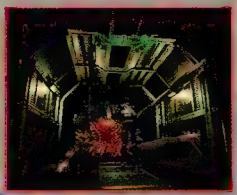
LAST BOSS 2

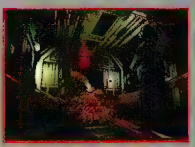
Just when you think you can escape on the train, William returns. This flaming abomination will lumber toward you, swiping with his massive claws. If you get smacked down, jag on the D-pad until you get away.

. Midway through, a mystery woman (Ada?) will toss a weapon down. Aim carefully, as you only have two shots. Blast William, and it's goodbye monster. You are free to unlock the gates (dodging skinned zombies) and escape in the train. Hehehehe...

LAST BOSS

Really, we mean it: It's the final battle. The train will shut down when a biological contamination is detected. This isn't some small bug, or even a zombie. It's the biggest mutation yet. Unload all of your remaining ammunition into it, and pray that you kill it. Make sure you have the ammo, and a knife in case you run out. Stand back and keep firing.





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Official U.S. PlayStation Magazine

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games.com

It's All You Need to Know

videogamespot

ZIFF-DAVIS
a SOFTBANK company

Gex: Enter the Gecko

system: PlayStation
publisher: Midway
developer: Crystal Dynamics

strategy talk

That wisecracking Gecko from Crystal D' is back. This time he's entered the realm of 3-D, and he's better than ever. How? With more secrets and gameplay elements than in previous titles.

The most important part of Enter the Gecko is earning the levels in the game. Collecting certain numbers of remotes opens up bonus levels and worlds. Next month, we'll feature a complete run-down of the remote breakdown, as well as the locations of each area.

Gex has more moves than before. Not only does he have his Spring Jump, but he has a Karate Kick as well. This kick will carry Gex across pits with a greater distance.

The only element of Gex that can be frustrating is the camera. Unlike many 3-D games, you'll be using the camera almost as much as the character controls.

If you want a game where every level seems different, Gex will be one to look out for.

—Andrew "Pip" Baran

Information was taken from a preliminary copy and is subject to change.

strat-stats

time to complete:
two days
challenge:
moderate
excellent gameplay?
yes
how's the camera?
a bit frustrating...
lots to find?
oh yeah...

EGM²

OUT OF TOON
TOON TV

RED REMOTES: 3
SILVER REMOTES: 2

WHACK PURPLE MUSHROOMS
Get five purple mushrooms to get the remote by the waterfall. **See Fig. A.**

HUNT THE TWO HUNTERS
Hop onto the two Fudd look-alikes to kill them. The exit is by the log ramp.

JUMP TO THE TEETERING ROCK
Climb to the remote atop the teetering rock at the end of the level.

COLLECTABLES REMOTE
Collect 30 carrots, 40 spinach cans and 50 TNT plungers.

SECRET REMOTE
This remote is found right above the start. **See Fig. B.** to learn how to get it.

Figure A. MUSHROOMS

Right behind the start is the first one.
On the left side is a big rock. It's behind it.
Ride up the steel girder to the right.
Look for one on top of the waterfall.
To the right of the docks is the last one.

Turn around at the hole.

Secret room in the log!

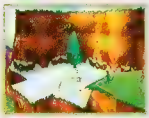
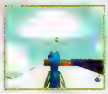


Figure B. TOON SECRET REMOTE

Hop up the waterfall rings and go right on the narrow path. Use the extending rock as a bridge to the remote.



SMELLRAISER
SCREAM TV

RED REMOTES: 3
SILVER REMOTES: 2

MISSION ONE
Simply make it to the end of the level to get the first red remote. Simple.

SMASH FIVE BLOOD COOLERS
Find and whip the five coolers and exit via the ghost room. **See Fig. A.**

RIDE THE HAUNTED ELEVATOR
Look for a switch behind a bookcase near a cooler to activate the elevator.

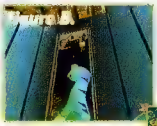
COLLECTABLES REMOTE
Collect 30 skulls, 40 tombstones and 50 hockey masks to get this remote.

SECRET REMOTE
This remote is in the same room as the elevator remote. **See Fig. B.**

Figure A. BLOOD COOLER LOCATIONS

1. Second room, use the table to get to the top.
2. Third room, second floor near the doorway out.
3. Fourth room, to the left of the stairway from which you exit.
4. The exit remote room for Mission One has the cooler on a ledge above the doorway.
5. The exit remote room for the Haunted Elevator mission contains the last cooler. Look to the right.

Once you've smashed all five coolers, the remote will appear in the ghost room.

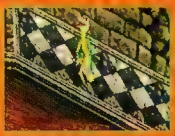


SECRET REMOTE
The remote is in the room right past the elevator. Look in the moat before the exit. The remote is there.

GECKO MOVES

KARATE KICK
Run, hold R2 and jump. You'll get a kick that can carry you farther than a normal jump.

SPRING ATTACK
You can use the Spring attack to reach higher places, even without a baddie.



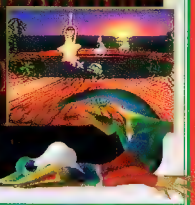
GEX™
ENTER THE GECKO

GILLIGEX ISLE
BOSS

The three Tiki Brothers will shoot their mojo power at you. Whip the blue fireball back at the baddies. When you hit the first one, he'll fall into the pot and waves of fire will start ripping through the level. (See the side on how to avoid it.) All you have to do is hit each one once.

AVOIDING CERTAIN DEATH...

To avoid the fires, you must know where to stand. Keep away from the sides or else. When in the center, jump straight up to avoid both waves of fire at once. There are two jumps from the sides.



You'll get the first gold remote beating this level. Three gold remotes will open a level.

WWW.DOTCOM.COM
CIRCUIT CENTRAL

RED REMOTES: 2
SILVER REMOTES: 2

SCALE THE BIONIC LAUNCH TOWER

Leave the main room via the exit found in the top section.

CROSS THE DATA BUS BRIDGES

Leave the main room via the exit that has cables coming out of it.

COLLECTABLES REMOTE

Collect 30 batteries, 40 light pins and 50 particles for this remote.

SECRET REMOTE

It's on a ledge right near the Launch Tower ending's remote. **See Fig. A.**

Use to get power to activate jumps and bridges.

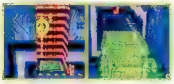


***Figure A.* DOTCOM SECRET REMOTE**

When you reach the final room of the Tower mission, look on the left side near the exit remote. Use the chips on the wall to get it.

The data bus bridges are kind of tricky. At first it seems as if there's nowhere to go. Watch the electric spark—it'll show you where you can walk. Just avoid getting zapped by jumping straight up.

PANGAEIA 90210
PRE-HISTORY CHANNEL

RED REMOTES: 2
SILVER REMOTES: 2

ASSAULT THE LAVA ISLAND

About halfway up the volcano is a small island. It'll be easy to get.

CLIMB THE VOLCANO

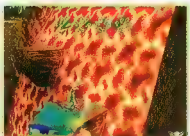
Circle around the volcano until you reach the top. Watch out for boulders!

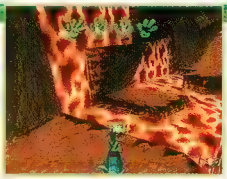
COLLECTABLES REMOTE

Collect 30 drumsticks, 40 skulls and 50 Brontosaurus for this remote.

SECRET REMOTE

Drop off of the ledge to find the secret remote of Pangaeia 90210.





VOLCANO-TOP SHORTCUT

Getting to the top of the volcano is a daunting task. The deluge of boulders as well as the difficult-to-kill enemies make this one of the biggest challenges in the game.

Here's the easiest way up: look for the lavafall with the "L"-shaped pedestal. Hop upon it to find a series of platforms.

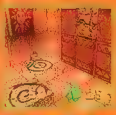
Once on the top, go right.

PANGAEIA SECRET REMOTE

A little bit past the island you'll see a triceratops and a stretch of ledge. Climb to the end of the ledge (get the health) and look down. You'll see the remote. Jump down there and you'll get the secret remote for Pangaeia 90210.

AZTEC 2 STEP

Bonus Round No. 1: Pick up 50 gems within 3:00. Some of the pick-ups are hidden. If you look carefully at the floor, you'll see little pedestals with circles on them. Hop onto the ones that are slightly darker than normal sandstone. This will trigger the secret rooms.



Jump onto the darker pedestals with the circles on them.

THURSDAY THE 12TH

Bonus Round No. 2: Pick up 50 skulls within 3:00. Each door will transport you around. Enter them in numerical order.

THE BONUS ROOM ROUTE

FRANKENSTEINFELD
SCREAM TV

RED REMOTES: 3
SILVER REMOTES: 2

ASCEND THE GHOST TOWER
Circle the second library, get to the top floor and you'll find it.

REACH THE TOP OF THE MORGUE
The morgue is off of the main library. Use the first-floor door.

SMASH EIGHT BLOOD COOLERS
Find and smash all of the blood containers. **See Fig. A.**

COLLECTABLES REMOTE
Collect 30 skulls, 40 tombstones and 50 hockey masks for this level.

SECRET REMOTE
Push the caskets into their slots in the furniture room. **See Fig. B.**

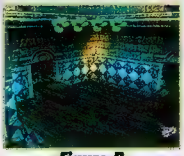


Figure B.
When the caskets are in place, the gate'll open.

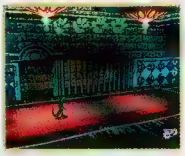
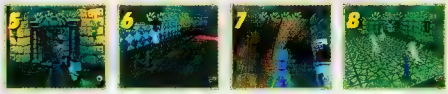


Figure A. BLOOD COOLER LOCATIONS

1. First room, it's on the upper right-hand section.
2. Second room, it's directly to your left when you enter.
3. Look into the far-left corner in the darkened ghost room.
4. Main Library, look on the left side. It's on the second floor.
5. Main Library, behind the door behind the center bookcase.
6. This one's in the floating furniture room (near secret remote).
7. Climb the wall in the cauldron room to reach this cooler.
8. Run through the hallway of faces for the last cooler.



MOOSHOO PORK
BOSS

FRIED PORK, THE EASY WAY...
This Boss is tough unless you study his patterns.

Here's how to beat Mooshoo Pork: First, whip the switch on the wall, and watch Mooshoo get blasted. When the Boss gets to the switch, he'll pull it. Jump over the arc of electricity on the floor and ignore the stuff flying in the air. Lure him to you by walking toward him. Run around the table and hit the switch.

Three hits is all it takes to get rid of Mooshoo Pork.

IN DRAG NET

Bonus Round No. 3: Pick up 50 badges within 3:00. This level will probably take you a couple of tries to beat. Start collecting the badges from the upper-right corner and use the clotheslines to zip across to the opposite side. Once all the badges on the fire escapes are nabbed, look on the ground.

Badges are hidden on the lines.

THE UMPIRE STRIKES OUT
ROCKET CHANNEL

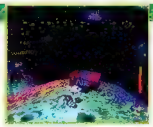
RED REMOTES: 2
SILVER REMOTES: 2

RIDE THE ROCKET
Use the same path as the secret remote, but use the platform strings.

ENTER THE BATTLE DOME
The Dome is at the highest point in the level. Go up whenever possible.

COLLECTABLES REMOTE
Collect 30 rockets, 40 phasers and 50 martians. Getting this one is tough!

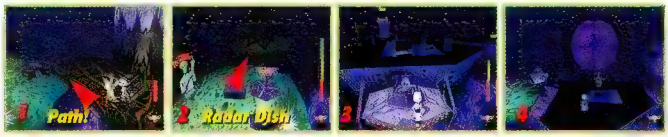
SECRET REMOTE
Follow the path behind the starting point of this level. **See Fig. A.**



You will run out of air unless you keep getting a fresh supply. Whip the bottles of air!

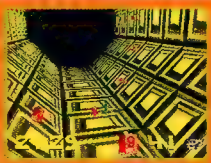
Figure A. UMPIRE SECRET REMOTE

How to get the hidden remote: From the very start, look down and to the right. There will be a small ledge (**1.**). Cross the platforms until you reach an asteroid with a single radar dish (**2.**). Break the dish to reveal a flying saucer. Ride the saucer down to a whole new area (**3.**). Follow where the path leads to a portal with the remote in front of it (**4.**).



CHIPS & DIPS

Bonus Round No. 4: Pick up 50 batteries within the time limit. If you keep a cool head, this high-speed level is a breeze. The hardest part is the tunnel you must climb. It's easy to get vertigo. Keep moving diagonally upward. It helps.



Climbing the tunnel can be confusing. Keep circling up.

THE SPY WHO LOVED HIMSELF

Bonus Round No. 5: Pick up 35 briefcases within 3:00 if you can. This level is all timing. Conveyor belts and moving pistons make every wrong jump really costly. As the camera moves poorly in the cramped spaces, try to get a feel for the layout.

You must have perfect coordination and timing here.

THIS OLD CAVE

PRE-HISTORY CHANNEL

RED REMOTES: 3
SILVER REMOTES: 2

This level is pretty tricky when it comes to finding all of the remotes. Look here for the junctions that'll get you there.

WATCH FOR FALLING LAVA

Climb the walls dodging dripping lava. For how to get there: **See Fig. A.**

DODGE THE STEAM VENTS

Use the rocks propelled by steam to climb up to this remote. **See Fig. B.**

BOUNCE UP THE FLOWERS

Make a treacherous journey bouncing on the flowers to the remote. **Fig. C.**

COLLECTABLES REMOTE

Collect 30 drumsticks, 40 skulls and 50 Brontosaurus once again.

SECRET REMOTE

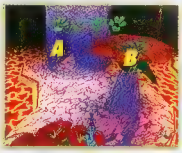
It's right before the steam vents remote on a ledge on the right. **Fig. D.**

Figure D. SECRET REMOTE

After the final steam vent platform, you'll see a ledge on the right. The remote is on top. Jump carefully.

Figure B. STEAM VENTS PATH

A. Use the cave to reach a series of platforms. Hop up to all of them to get to this remote control.



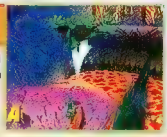


Figure A. LAVA PATH

There is a path to the left of the second flower. Bounce there and follow it to the remote.

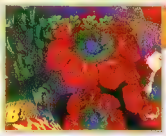


Figure C. FLOWER PATH

B. At the junction, use the flower to take the upper road. Here you will have to bounce your way to the remote via flowers.

FINE TOONING

TOON TV

RED REMOTES: 2
SILVER REMOTES: 2

CLIMB THE TREE

Enter the mystery door and scale the over-sized tree, **See Fig. A.**

STORM THE CASTLE

Getting the castle is a real chore! To get the scoop, **See Fig. B.**

COLLECTABLES REMOTE

Collect 30 carrots, 40 spinach cans and 50 TNT plungers.

SECRET REMOTE

This one is hidden very well behind the castle. **See Fig. C.** for help.

Figure B. 1. Make your way to the ship switch. 2. Ride the ship to the dock. 3. Light the fuse and ride the rocket to the remote.

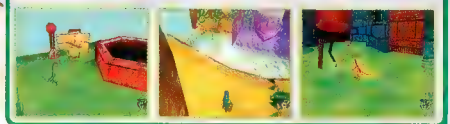


Figure A. FINDING THE GIANT TREE

Past the switch to the boat is a row of blocks. There is a little door with question marks on it nearby. Walk through to be teleported close to the base of the tree.

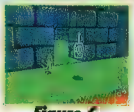


Figure C. FLOWER PATH

When you get to the castle, head right along the outside rim. Behind the castle is the remote, as well as a convenient one-way transparent wall you can use.

MAO TSE TONGUE

KUNG FU THEATRE

RED REMOTES: 2
SILVER REMOTES: 2

DEFEAT THE DEADLY DRAGON

Enter the left store and follow it to the Boss. **See Fig. A.**

TRAVERSE THE ROCKING PILLARS

Enter the right-hand store and follow it to the giant pillars. Jump carefully.

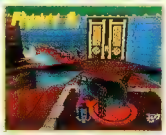
COLLECTABLES REMOTE

Collect 30 food cartons, 40 Yin-Yangs and 50 masks.

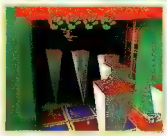
SECRET REMOTE

It's behind a door in the second room in the left-hand store. **See Fig. B.**

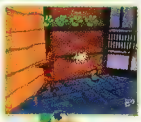
Jump onto the panels to get to new areas.



Fire the cannon at the dragon eight times.



Cross the platforms to get the second remote.



This is one of the easiest remotes to find.

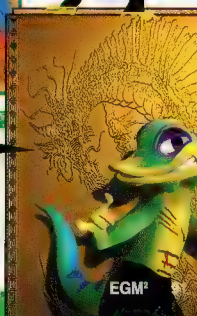
When you start out, enter the store on the left. Make your way to the room with the fan. On the right side is a door; the remote lies behind it.

COMING NEXT MONTH

1. Locations for all of the areas, including the bonus levels.
2. The second half of the level remotes will be detailed.
3. Boss strategies for MechaRez and Rez himself.

The hardest levels will be revealed.

The Last Boss Rez, in all of his glory!



FF Tactics

system: PlayStation
publisher: Sony Comp. Ent.
developer: Squaresoft

strategy talk

Final Fantasy Tactics is a truly awesome game with gameplay that is very, very addictive. I am a huge fan of strategy RPGs, but this one really sunk its teeth into me. If you think of it as a cross between Tactics Ogre and Vandal Hearts, you'll understand what I mean.

This guide tries to focus on the most important aspects of the game. This game is utterly huge, with an immense amount of information that would make a step-by-step walk-through nearly impossible, short of devoting an entire book to it. Since this title takes up a lot of time (at least 40 hours of gameplay) and the combination of character classes and skills is fairly large, you might want to refer to the special "tip" callouts spread throughout the guide. Basically, these callouts will explain several tips and tactics that a player will absorb during their journey. One last note: Gamers must check out the hidden level "Deep Dungeon." It rocks!

—Jim "Mr. Hat" Mazurek and the EGM² South Park Deadline Crew

strat-stats

time to complete:
40-plus hours
hours played:
around 100
better than Vandal Hearts?
you bet!
coolest character:
orlandu
only drawback:
too linear

FINAL FANTASY TACTICS

CHART KEY								
Squire	Sq	Priest	Pr	Mediator	Me	Ninja	Nj
Chemist	Ch	Wizard	Wi	Oracle	Or	Calculator	Cl
Knight	Kn	Time Mage	Tm	Geomancer	Ge	Bard	Bd
Archer	Ar	Summoner	Su	Lancer	Ln	Dancer	Dc
Monk	Mk	Thief	Th	Samurai	Sm	Mime	Mm

CHARACTER DESCRIPTIONS

Character Class	Requirements for Job	Brief Character Description
Squire	Start	Basic character class, not too shabby, no really great skills
Chemist	No conditions	A solid character, only character to use "Items," can use guns
Knight	Sq Lv2	The best all-around character, uses skills on enemy equipment
Archer	Sq Lv2	Can "Charge" up their shots, great for the beginning of game
Monk	Kn Lv2	Awesome character, uses "Punch Art" with a vast array of spells
Priest	Ch Lv2	Strongest healer, great for the beginning of game
Wizard	Ch Lv2	Awesome character, "Black Magic" has wide variety of spells
Time Mage	Wz Lv2	Controls time and space with magic, a wide variety of spells
Summoner	Tm Lv2	The most powerful spell caster, uses "Summon Magic"
Thief	Ar Lv2	Awesome must have character, Can "Steal" any item
Mediator	Or Lv2	Ability to "Talk" to enemies, can persuade or scare them
Oracle	Pr Lv2	Causes confusion and status ailments with "Yin Yang" skills
Geomancer	Mk Lv3	Solid character, uses "Elemental" spells, can use swords
Lancer	Th Lv3	Great character with ability to "Jump" on enemy, colossal range
Samurai	Kn Lv3, Mk Lv4, Ln Lv2	Average character, uses strong "Draw Out" to cast spells
Ninja	Ar Lv3, Th Lv4, Ge Lv2	A solid character, can equip two swords
Calculator	Pr Lv4, Wi Lv4, Tm Lv3, Or Lv3	Hard to become and use, "Math Skills" are damaging
Bard	Su Lv4, Me Lv4, (male)	Weirdest of the group, using "Songs" to cast spells on allies
Dancer	Ge Lv4, Ln Lv4, (female)	Female equivalent of a Bard, she "Dances" to cast spells
Mime	Sq Lv8, Ch Lv8, Su Lv5, Ge Lv5, Ln Lv5, Me Lv5	Sort of a mystery character, "Mimes" other players' actions

Action Skills

These are the skills you can choose to use in battle. Action skills only work when you use them, otherwise they have no added bonus.

Reaction Skills

Reaction skills only work when something triggers them. If you have "Auto Potion" on during an attack, it will kick in and heal your character with the lowest potion available.

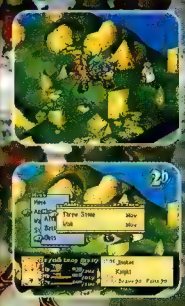
Support Skills

These are always active when equipped by a character. Examples such as "Attack Up" make your attacks much more powerful than ever before.

Movement Skills

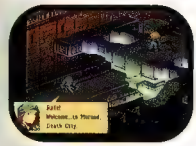
These are only active when your character moves, (i.e., your HPs slowly recover while moving).

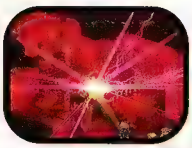
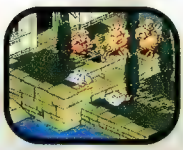
TiP 1



Warning!

This will be considered a "cheat" by most players out there. If you do not like to cheat, then don't read this. If you want to have a group of the baddest Final Fantasy characters in a few days, then read on. To earn JPs very quickly, try entering a map with the intent of building your characters up (i.e., have the right skills equipped). Get rid of all the baddies except for one of them. Next, form a circle with all of your characters, and beat on each other for a while. You will gain JP unbelievably fast this way. Remember to bring a chemist, a priest or a monk along so they can heal you while the others beat up on each other. You will also have to have plenty of potions and ethers available so you can constantly refill your HPs and MPs.

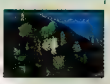


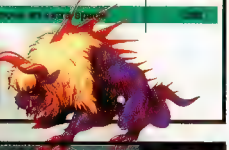



SQUIRE

Total number of JP to Master: 1,620

Skill Name	Description	Cost in JP
Accumulate	Charges power, raises physical strength	300
Dash	Charge into enemy	80
Throw Stone	Throw stone at enemy	90
Heal	Cures darkness, silence, poison	150
Counter Tackle	Counter with tackle attack	180
Equip Axe	Allows you to equip axe regardless of job	170
Monster Skill	Learn skills from up to two spaces away	200
Defend	Character defensive stance, lessens damage	50
Gained JP Up	JP earned is significantly increased	200
Move +1	[illegible]	[illegible]





CHEMIST

Total number of JP to Master: 5,440

Skill Name	Description	Cost in JP
Potion	Allows you to use Potion	30
Hi-Potion	Allows you to use Hi-Potion	200
X-Potion	Allows you to use X-Potion	300
Ether	Allows you to use Ether	300
Hi-Ether	Allows you to use Hi-Ether	700
Elixir	Allows you to use Elixir	900
Antidote	Allows you to use Antidote	70
Eye Drop	Allows you to use Eye Drop	80
Soft	Allows you to use Soft	250
Remedy	Allows you to use Remedy	700
Phoenix Down	Allows you to use Phoenix Down	90
Auto Potion	Use lowest available potion when hit	400
Throw Item	Allows chemist to throw at a greater range	350
Maintenance	Makes equipped items unbreakable	250
Equip Change	Change items in the midst of battle	Auto
Move-Find Item	Find items that are hidden on certain tiles	100

KNIGHT

Total number of JP to Master: 3,750

Skill Name	Description	Cost in JP
Head Break	Destroys enemy's helmet	300
Armor Break	Destroys enemy's armor	400
Shield Break	Destroys enemy's shield	300
Weapon Break	Destroys enemy's weapon	400
Magic Break	Decreases enemy's MPs	250
Speed Break	Decreases enemy's speed level	250
Power Break	Decreases enemy's physical strength level	250
Mind Break	Decreases enemy's magic power	250
Weapon Guard	When hit, counter with a weapon attack	200
Equip Armor	Character can equip armor regardless of job	500
Equip Shield	Character can equip shield regardless of job	250
Equip Sword	Character can equip sword regardless of job	400
n/a		

ARCHER

Total number of JP to Master: 5,200

Skill Name	Description	Cost in JP
Charge +1	Charge up attack (Physical up)	100
Charge +2	Charge up attack (Physical up)	150
Charge +3	Charge up attack (Physical up)	200
Charge +4	Charge up attack (Physical up)	250
Charge +5	Charge up attack (Physical up)	300
Charge +7	Charge up attack (Physical up)	400
Charge +10	Charge up attack (Physical up)	600
Charge +20	Charge up attack (Physical up)	1000
Speed Save	When character is damaged, it adds Speed +1	800
Arrow Guard	Allows character to evade bow attacks	450
Equip Crossbow	Allows crossbow equipping regardless of job	350
Concentrate	Attack is sure to succeed	400
Jump +1	Allows character to jump one space higher	200

WEAPONS (pt. 1)

Weapon	Equipped by	Power	EV%	Range	Special	Cost
Zorlin Shape	Sq, Ch, Th, Me, Nj, Dc	12	10	1	Add: Sleep	Fur Shop
Air Knife	Sq, Ch, Th, Me, Nj, Dc	10	5	1	Wind Elemental	8000
Assassin Dagger	Sq, Ch, Th, Me, Nj, Dc	7	5	1	Death Sentence	5000
Orichalcum	Sq, Ch, Th, Me, Nj, Dc	7	5	1	n/a	4000
Main Gauche	Sq, Ch, Th, Me, Nj, Dc	6	40	1	n/a	3000
Platina Dagger	Sq, Ch, Th, Me, Nj, Dc	5	10	1	n/a	1800
Mage Masher	Sq, Ch, Th, Me, Nj, Dc	4	5	1	Silence	1500
Blind Knife	Sq, Ch, Th, Me, Nj, Dc	4	5	1	Darkness	800
Mythril Knife	Sq, Ch, Th, Me, Nj, Dc	4	5	1	n/a	500
Dagger	Sq, Ch, Th, Me, Nj, Dc	3	5	1	n/a	100

TIP 2

[illegible] to configure your characters like [illegible] the "Real" maps and the "Level Upper." [illegible] is important to have all your best skills equipped when going into a tough battle to get further in the game. On the other hand, when you are just building up character statistics, try to configure your skills to a more balanced character instead of an all-out brawler.

TIP 3

[illegible] most skill that every one [illegible] "Gained JP Up." This can be earned as a **Squire**, and only costs 200 JP. It will make you a ton of JP down the road. It significantly increases the amount of JP earned in battle, and will save you a lot of time in the process.

MONK

Total number of JP to Master: 5,200

Skill Name	Description	Cost in JP
Spin Fist	Attacks enemies on all sides of character	150
Repeating Fist	Attacks single enemy with fury of fists	300
Wave Fist	Attacks single enemy with one powerful blast	300
Earth Slash	Cuts through multiple enemies with powerful blast	600
Secret Fist	Hits enemy in vital area causing "Death Sentence"	300
Stigma Magic	Cures abnormal status ailments	200
Chakra	Heals characters with partial HP restore	350
Revive	Revives dead characters	500
HP Restore	When character is critical, HPs are fully restored	500
Counter	When attacked, counter with physical attack	300
Hamedo	Attack before being attacked	1200
Martial Arts	Regardless of job, gain fighting strength of a Monk	200
Move-HP Up	Gain small amounts of HP as you move	500

PRIEST

Total number of JP to Master: 6,310

Skill Name	Description	MP Used/JP Cost	
Cure	Restores small amount of HP	6	50
Cure 2	Restores medium amount of HP	10	180
Cure 3	Restores large amount of HP	16	400
Cure 4	Restores great amount of HP	20	700
Raise	Raises dead character with minimal HP	10	180
Raise 2	Raises dead character with maximum HP	20	500
Reraise	Character will raise automatically upon death	16	800
Regen	Gradually restores character's HP	8	300
Protect	Decreases physical damage inflicted	6	70
Protect 2	Decreases physical damage inflicted (higher %)	24	500
Shell	Decreases magical damage inflicted	6	70
Shell 2	Decreases magical damage inflicted (higher %)	20	500
Wall	Casts both Protect and Shell at once	24	380
Esuna	Cancels all abnormal status	18	280
Holy	Inflicts Holy damage (one enemy)	56	600
Regenerator	When hit, Regen is casted upon character		400
Defend M. Up	Magic Defense is significantly increased		400

WIZARD

Total number of JP to Master: 8,090

Skill Name	Description	MP/JP Cost	
Fire	Cast weak fire damage on enemies (small field area)	6	50
Fire 2	Cast medium fire damage on enemies (small field)	12	200
Fire 3	Cast powerful fire damage on enemies (small field)	24	480
Fire 4	Cast ultimate fire damage on enemies (large field area)	48	850
Bolt	Cast weak lightning damage on enemies (small field)	6	50
Bolt 2	Cast medium lightning damage on enemies (small field)	10	200
Bolt 3	Cast powerful lightning damage on enemies (small field)	24	480
Bolt 4	Cast ultimate lightning damage on enemies (large field)	48	850
Ice	Cast weak ice damage on enemies (small field)	6	50
Ice 2	Cast medium ice damage on enemies (small field)	12	200
Ice 3	Cast powerful ice damage on enemies (small field)	24	480
Ice 4	Cast ultimate ice damage on enemies (large field)	48	850
Poison	Poison enemies (small field)	6	150
Frog	Turn enemy into frog (single enemy)	12	500
Death	Instantly kill enemy based on percentage (single enemy)	24	600
Flare	Supernova flame damage on single enemy	60	900
Counter	Counters with magic when attacked by magic		800
Attack Up	Increases power of magic for character		[illegible]

SAGE

Total number of JP to Master: 8,320

Skill Name	Description	MP Used/JP Cost	
Haste	Hastens ally's charge time	8	100
Haste 2	Hastens allies charge time (better %)	30	550
Slow	Slows enemy's charge time	8	80
Slow 2	Slows enemy's charge time (better %)	30	520
Stop	Stops enemy completely	14	330
Don't Move	Forces enemy to act without moving	10	100
Float	Allows character to float one space over land	8	200
Reflect	Magic attacks are reflected	12	300
Quick	Vastly increases charge time for one ally	24	800
Demi	Weak gravity-based damage on enemies	24	250
Demi 2	Powerful gravity-based damage on enemies	50	550
Meteor	Powerful meteor blasts enemies	70	1500
Critical Quick	When critical, next turn is executed		700
MP Switch	Converts physical damage to magic damage		400
Short Charge	Charge Time is significantly shortened		800
Teleport	Allows character to teleport to desired space		600

WEAPONS (PT. 01)

Weapon	Equipped by	Power	EV%	Range	Special	Cost
Rune Blade	Sq, Kn, Ge	14	15	1	Magic +2	20000
Ice Brand	Sq, Kn, Ge	13	10	1	Ice 2	14000
Platinum Sword	Sq, Kn, Ge	12	10	1	n/a	11000
Diamond Sword	Sq, Kn, Ge	10	10	1	n/a	8000
Materia Blade	Sq, Kn, Ge	10	10	1	n/a	top of B. Volcano
Ancient Sword	Sq, Kn, Ge	9	5	1	Don't Move	5000
Sleep Sword	Sq, Kn, Ge	9	5	1	Sleep	5000

TIP 4

[illegible] awesome weapons, armor and [illegible] your thing, you might [illegible] as early as possible. Thieves can steal any item from [illegible] enemy at any time during the battle. Just check the character's [illegible] can see exactly what he/she has. Usually, you will see really good [illegible] on enemies way before you can buy them in the shop. In a few cases, there are items that can only be stolen from enemies, such as the "Defender."

TIP 5

[illegible] differentiate your character classes as much as possible. In other words, don't make all your characters master Wizard/Summoners because they seem very powerful. Making a group well-rounded leads to a more successful and easier journey down the road.

Total number of JP to Master: 7,950+Zodiac

SUMMONER

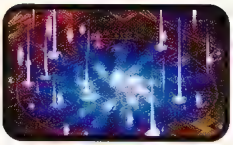
Skill Name	Description	MP Used/JP Cost	
Moogle	Heals allies with minimal HP restore	8	110
Shiva	Inflict ice elemental damage on enemies	24	200
Ramuh	Lightning elemental damage on enemies	24	200
Ifrit	Inflict fire elemental damage on enemies	24	200
Titan	Inflict earth elemental damage on enemies	30	220
Golem	Shares allies damage between whole party	40	500
Carbunkle	Reflects magic attacks away from allies	30	350
Bahamut	Inflict ultra-flare damage on enemies	60	1200
Odin	Inflict strong physical damage	50	900
Leviathan	Inflict water elemental damage on enemies	48	850
Salamander	Inflict flame-dragon damage on enemies	48	820
Silf	Silences enemy with leaves in the wind	26	400
Fairy	Heals allies with substantial HP restore	28	400
Lich	Inflict dark magic on enemies	40	600
Cyclops	Inflict maximum ice elemental damage	62	1000
Zodiac*	The hidden summon spell, from Elidibs	99	n/a
MP Restore	When critical, MPs are fully restored		400
Half of MP	Spells use half the amount of normal MP		900
n/a			

*See Tip 15 for more details.

Total number of JP to Master: 5,850

ORACLE

Skill Name	Description	MP Used	JP
Blind	Causes "darkness" on enemy	4	100
Spell Absorb	Absorbs enemy MP	2	200
Life Drain	Absorbs enemy HP	16	350
Pray Faith	Raise faith level	6	400
Doubt Faith	Lower faith level	6	400
Zombie	Turns enemy undead	20	300
Silence Song	Causes "silence" on enemy	16	170
Blind Rage	Causes "berserk" on enemy	16	400
Foxbird	Lowers enemy brave level	20	200
Confusion Song	Causes "confusion" on enemy	20	400
Dispel Magic	Cancels all positive status ailments	34	700
Paralyze	Causes "don't act" on enemy	10	100
Sleep	Causes "sleep" on enemy	24	350
Petrify	Causes "petrify" on enemy	16	580
Absorb Used MP	Gain equal amounts enemy MP		250
Defense Up	Physical defense increased		400
Any Weather	Move over any space on the map		200
Move MP-Up	Minimal gain of MP during movement		350



Total number of JP to Master: 4,460

THIEF

Skill Name	Description	Cost in JP
Gil Taking	Allows character to steal gil from enemy	10
Steal Heart	Allows character to charm enemy	150
Steal Helmet	Allows character to steal enemy's helmet	350
Steal Armor	Allows character to steal enemy's armor	450
Steal Shield	Allows character to steal enemy's shield	350
Steal Weapon	Allows character to steal enemy's weapon	600
Steal Accessory	Allows character to steal enemy's accessory	500
Steal Exp	Allows character to steal Exp from enemy	250
Caution	When hit, character takes a defensive stance	200
Gilgame Heart	When hit, receive gil in the amount of damage	200
Catch	Character catches thrown item and keeps it	200
Secret Hunt	Poach monsters and take them to a fur shop	200
Move +2	Allows character to move two extra spaces	520
Jump +2	Allows character to jump two extra spaces	480

Total number of JP to Master: 3,800

MEDIATOR

Skill Name	Description	JP
Invitation	Invites enemies to become allies	100
Persuade	Resets enemy charge time	100
Praise	Raises brave level	200
Preach	Raises faith level	200
Death Sentence	Causes "death sentence"	500
Negotiate	Gain gil from enemy	100
Insult	Make enemy "berserk"	300
Mimic Daravon	Puts enemy to "sleep"	300
Finger Guard	Character can evade word attacks	300
Equip Gun	Character can equip gun, regardless of job	750
Train	Enemies join party when they become critical	450
Monster Talk	Character can use "Word Skill," regardless of job	100

WEAPONS (PT. 3)

Weapon	Equipped by	Power	EV%	Range	Special	Cost
Blood Sword	Sq, Kn, Ge	8	5	1	Draws blood to cure	"Stolen"
Coral Sword	Sq, Kn, Ge	8	5	1	Lightning Elemental	3300
Mythril Sword	Sq, Kn, Ge	7	8	1	n/a	1600
Iron Sword	Sq, Kn, Ge	6	5	1	n/a	900
Long Sword	Sq, Kn, Ge	5	10	1	n/a	500
Broad Sword	Sq, Kn, Ge	4	5	1	n/a	200
Chaos Blade	Kn	40	20	1	Add: Petrify	D. Dungeon
Excalibur	Kn	21	35	1	"Haste," Holy	Orlandu's Sword
Ragnarok	Kn	24	20	1	Always: "Shell"	Last level trophy
Save the Queen	Kn	18	30	1	Always: "Protect"	"Stolen"
Defender	Kn	16	60	1	n/a	Stolen, Fur Shop
Slasher	Sq, Ge	16	None	1	Slow	12000

TiP 6

Each character has both a pr... and a secondary skill(examp... Wizard can cast both black magic an... summon magic). While it seems cool to be able to have two primary skills devoted to each character, keep in mind that the primary skill of your character is the dominant one. In other words, your primary skill will be much more effective in battle than your secondary.

TiP 7

When you... ...purchase armor and weapons, you've probably noticed the "Best Fit" ... your choices to fit your character. This ...ed to give your character the best equipment for his/her class. Be forewarned however, this is not always the case. The computer doesn't always know what you might have in mind for an ideal wizard for example therefore it might give him a ton of HPs with no MPs. Be aware of what you are equipping when you go into the shops. It will save you a lot of frustration.

WEAPONS (PT. 4)

Weapon	Equipped by	Power	EV%	Range	Special	Cost
Giant Axe	Sq, Ge	12	None	1	n/a	4000
Battle Axe	Sq, Ge	9	None	1	n/a	1500
Oberisk	Ln	12	10	2	n/a	10000
Partisan	Ln	11	10	2	n/a	7000
Mythril Spear	Ln	10	10	2	n/a	4500
Spear	Ln	9	10	2	n/a	2000
Javelin	Ln	8	10	2	n/a	1000

GEOMANCER

Total number of JP to Master: 2,870

Skill Name	Description	Cost in JP
Pitfall	Gravity elemental, causes "don't move"	150
Water Ball	Water elemental, causes "frog"	150
Hell Ivy	Causes "stop"	150
Carve Model	Earth elemental, causes "petrify"	150
Local Quake	Earth elemental, causes "confusion"	150
Kamaitachi	Wind elemental, causes "don't act"	150
Demon Fire	Fire elemental, causes "sleep"	150
Quicksand	Water elemental, causes "death sentence"	150
Sandstorm	Wind elemental, causes "darkness"	150
Blizzard	Ice elemental, causes "silence"	150
Gusty Wind	Wind elemental, causes "slow"	150
Lava Ball	Fire elemental, causes "death"	150
Counter Flood	When hit, character counters with geomancy	300
Attack Up	Physical strength is dramatically increased	400
Any Ground	Walk over any type of topography	220
Move on Lava	Allows characters to move over rocks	150

LANCER

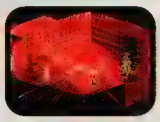
Total number of JP to Master: 7,060

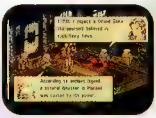
Skill Name	Description	Cost in JP
Level Jump 2	Character can pounce on enemy 2 spaces away	150
Level Jump 3	Character can pounce on enemy 3 spaces away	300
Level Jump 4	Character can pounce on enemy 4 spaces away	450
Level Jump 5	Character can pounce on enemy 5 spaces away	600
Level Jump 8	Character can pounce on enemy 8 spaces away	900
Vertical Jump 2	Can pounce on enemy 2 spaces higher than he is	100
Vertical Jump 3	Can pounce on enemy 3 spaces higher than he is	200
Vertical Jump 4	Can pounce on enemy 4 spaces higher than he is	300
Vertical Jump 5	Can pounce on enemy 5 spaces higher than he is	400
Vertical Jump 6	Can pounce on enemy 6 spaces higher than he is	500
Vertical Jump 7	Can pounce on enemy 7 spaces higher than he is	600
Vertical Jump 8	Can pounce on enemy 8 spaces higher than he is	900
Dragon Spirit	When hit, character casts "Reraise" on himself	560
Equip Spear	Character can equip spear regardless of job	400
Ignore Height	Character can jump to "any" height	700

SAMURAI

Total number of JP to Master: 7,100

Skill Name	Description	Cost in JP
Asura	Blade slashes enemy for damage	100
Koutetsu	Wave attacks enemy for damage	180
Bizen Boat	Causes MP damage	260
Murasame	Restores allies' HPs	340
Heaven's Cloud	Flowing attack, causes "slow"	420
Kiyomori	Adds to allies: Protect, Shell	500
Muramasa	Damage + "confusion," "death sentence"	580
Kikuichimoji	Inflicts powerful attack	660
Masamune	Adds to ally's: Regen, Haste	740
Chirijiraden	Spirits engulf enemy for massive damage	820
Meatbone Slash	When critical, give damage equal to max HP	200
Blade Grasp	Evade all physical attacks	700
Equip Knife	Chan equip katana, regardless of job	400
Two Hands	Character holds weapon with both hands	900
Walk on Water	Walk over bodies of water	300





NINJA

Total number of JP to Master: 3,760

Skill Name	Description	Cost in JP
Shuriken	Allows character to throw shuriken	50
Ball	Allows character to throw ball (Water ball, etc.)	70
Knife	Allows character to throw knife (Mage Masher,etc.)	100
Sword	Allows character to throw sword (Rune Blade,etc.)	100
Hammer	Allows character to throw hammer (Flail,etc.)	100
Katana	Allows character to throw katana	100
Ninja Sword	Allows character to throw ninja sword	100
Axe	Allows character to throw axe	120
Spear	Allows character to throw spear	100
Stick	Character can throw stick (Octagon Rod, etc.)	100
Knight Sword	Character can throw knight sword (Defender, etc.)	100
Dictionary	Allows character to throw dictionary	100
Sunken State	When hit, character turns invisible to all enemies	900
Abandon	When hit, evade percent rises	400
Two Swords	Can equip two ninja swords, regardless of job	900
Move on Water	Move over deep water without falling in	420

TiP 8

Yet another good reason to get a thief because of his skill "Secret Hunt." Secret Hunt allows players to poach monsters and take their hides to a Fur Shop. Not only will the items in the Fur Shop be cheaper than regular items, but there are also certain items that can only be purchased in such a shop. Remember, items will appear in the Fur Shop according to what type of fur or hide you bring to the trader. Therefore if you bring nothing but Cat Fur, you will have 10 hi-potions for sale. It's up to you to find which monsters can be exchanged with what item. All I can say is try to find the rarest of rare monsters.

TiP 9

Ever wonder if those Chocobos are actually good for anything? Well they are, because they can be ridden by your characters. To ride a Chocobo, simply deploy it with your group during a battle. When a battle starts, move one of your charters on the Chocobo's space and it will ask you if you want to ride it. It's helpful to have Chocobo movement, along with your character's strong attack or magic power. Try riding those "Red Chocobos."

Total number of JP to Master: **4,160**

CALCULATOR

Skill Name	Description	Cost in JP
CT	Math skill used to calculate Charge Time	250
Level	Math skill used to calculate Level	350
Exp	Math skill used to calculate Exp	200
Height	Math skill used to calculate Height	250
Prime Number	Guides items in prime numbers	300
5	Guides items in multiples of 5	200
4	Guides items in multiples of 4	400
3	Guides items in multiples of 3	600
Distribute	Share excess HP with party	200
Damage Split	Share damage with enemy	300
Gained Exp Up	Amount of Exp gained increases significantly	350
Move Get Exp	Gain minimal amount of Exp as you move	400
Move Get JP	Gain minimal amount of JP as you move	360

TiP 10

Here is a list of some of the best all-around skills that will benefit your characters throughout the game.

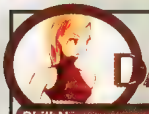
■ **1. Auto Potion:** Every character should have this skill because of its awesome healing ability. It makes the game much easier (my personal fave!).

■ **2. Ignore Height:** Another skill that every character should take the time to learn. It makes certain maps a breeze because of your character's ability to jump ultra-high.

■ **3. Attack Up:** A good skill to have for your Knights and such; it makes their attack power dramatically increase.

■ **4. Any Ground:** This allows your characters to move freely over any type of topography. It's a definite plus for certain maps.

■ **5. Magic Attack Up:** This skill dramatically improves the strength of magic attacks. Great for you wizards, summoners and time mages.



Total number of JP to Master: **3,850**

DANCER

Skill Name	Description	Cost in JP
Witch Hunt	Causes MP damage to all enemies	100
Wiznaibus	Causes HP damage to all enemies	100
Slow Dance	Lowers speed level to all enemies	100
Polka Polka	Lowers attack power for all enemies	100
Disillusion	Lowers magic power for all enemies	100
Nameless Dance	Causes: darkness, confusion, frog, slow, sleep	100
Last Dance	Turns all enemies' charge time to zero	100
A Save	When hit, attack power increases	450
Brave Up	When hit, brave level increases	500
N/A		
Jump +3	Can jump three spaces higher than normal	1000
Fly	Can jump over enemies and obstacles	1200

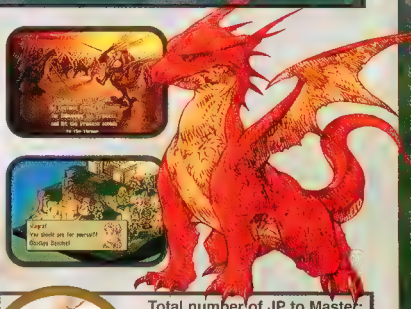
Total number of JP to Master: **3,850**

BARD

Skill Name	Description	Cost in JP
Angel Song	Restores some MP for all allies	100
Life Song	Restores some HP for all allies	100
Cheer Song	Raises speed level for all allies	100
Battle Song	Raises physical power for all allies	100
Magic Song	Raises magic power for all allies	100
Nameless Song	Adds: Reraise, Regen, Protect, Shell, Haste	100
Last Song	All allies Charge Time is brought to 100	100
MA Save	When hit, magic power increases	450
Face Up	When hit, faith level increases	500
N/A		
Move +3	Allows character to move three extra spaces	1000
Fly	Lets character jump over enemies and obstacles	1200

WEAPONS (PT. 5)

Weapon	Equipped by	Power	EV%	Range	Special	Cost
Short Edge	Nj	10	5	1	n/a	7000
Ninja Knife	Nj	9	5	1	n/a	5000
Hidden Knife	Nj	8	5	1	n/a	3000
Scorpion's Tail	Sq, Nj	???	???	???	???	D.Dungeon
Morning Star	Sq, Nj	16	None	1	n/a	9000
Flame Whip	Sq, Nj	11	None	1	Fire 2	4000
Flail	Sq, Nj	9	None	1	n/a	1200
Chirjiraden	Sm	25	15	1	n/a	D. Dungeon
Masamune	Sm	???	???	???	???	"Stolen"
Kikuichimoji	Sm	15	15	1	n/a	22000
Muramasa	Sm	14	15	1	Draws blood to cure	15000
Kiyomori	Sm	12	15	1	n/a	10000
Heaven's Cloud	Sm	11	15	1	n/a	8000
Murasame	Sm	10	15	1	n/a	7000
Bizen Boat	Sm	9	15	1	n/a	5000
Koutetsu Knife	Sm	8	15	1	n/a	3000
Dragon Rod	Wz, Sm, Or	5	20	1	n/a	"Stolen"
Wizard Rod	Wz, Sm, Or	4	20	1	Magic +2	8000
Poison Rod	Wz, Sm, Or	3	20	1	Poison	500
Ice Rod	Wz, Sm, Or	3	20	1	Ice	400
Flame Rod	Wz, Sm, Or	3	20	1	Fire	400
Thunder Rod	Wz, Sm, Or	3	20	1	Bolt	400
Gold Staff	Pr, Tm, Sm, Or	6	15	1	n/a	7000
Wizard Staff	Pr, Tm, Sm, Or	4	15	1	Magic +1	4000



WEAPONS (EVERYTHING ELSE)

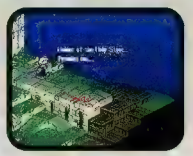
Weapon	Equipped by	Power	EV%	Range	Special	Cost
Zorlin Shape	Sq, Ch, Th, Me, Nj, Dc	12	10	1	Add:Sleep	Fur Shop
Air Knife	Sq, Ch, Th, Me, Nj, Dc	10	5	1	Wind Elemental	8000
Assassin Dagger	Sq, Ch, Th, Me, Nj, Dc	7	5	1	Death Sentence	5000
Orichalcum	Sq, Ch, Th, Me, Nj, Dc	7	5	1	n/a	4000
Main Gauche	Sq, Ch, Th, Me, Nj, Dc	6	40	1	n/a	3000
Platina Dagger	Sq, Ch, Th, Me, Nj, Dc	5	10	1	n/a	1800
Mage Masher	Sq, Ch, Th, Me, Nj, Dc	4	5	1	Silence	1500
Blind Knife	Sq, Ch, Th, Me, Nj, Dc	4	5	1	Darkness	800
Mythril Knife	Sq, Ch, Th, Me, Nj, Dc	4	5	1	n/a	500
Dagger	Sq, Ch, Th, Me, Nj, Dc	3	5	1	n/a	100
Rune Blade	Sq, Kn, Ge	14	15	1	Magic +2	20000
Ice Brand	Sq, Kn, Ge	13	10	1	Ice 2	14000
Platinum Sword	Sq, Kn, Ge	12	10	1	n/a	11000
Diamond Sword	Sq, Kn, Ge	10	10	1	n/a	8000
Materia Blade	Sq, Kn, Ge	10	10	1	n/a	top of B. Volcano
Ancient Sword	Sq, Kn, Ge	9	5	1	Don't Move	5000
Sleep Sword	Sq, Kn, Ge	9	5	1	Sleep	5000
Blood Sword	Sq, Kn, Ge	8	5	1	Draws blood to cure	"Stolen"
Coral Sword	Sq, Kn, Ge	8	5	1	Lightning Elemental	3300
Mythril Sword	Sq, Kn, Ge	7	8	1	n/a	1600
Iron Sword	Sq, Kn, Ge	6	5	1	n/a	900
Long Sword	Sq, Kn, Ge	5	10	1	n/a	500
Broad Sword	Sq, Kn, Ge	4	5	1	n/a	200
Chaos Blade	Kn	40	20	1	Add: Petrify	D. Dungeon
Excalibur	Kn	21	35	1	"Haste", Holy	Orlandu's Sword
Ragnarok	Kn	24	20	1	Always: "Shell"	Last level trophy
Save the Queen	Kn	18	30	1	Always: "Protect"	"Stolen"
Defender	Kn	16	60	1	n/a	Stolen, Fur Shop
Slasher	Sq, Ge	16	None	1	Slow	12000
Giant Axe	Sq, Ge	12	None	1	n/a	4000
Battle Axe	Sq, Ge	9	None	1	n/a	1500
Oberisk	Ln	12	10	2	n/a	10000
Partisan	Ln	11	10	2	n/a	7000
Mythril Spear	Ln	10	10	2	n/a	4500
Spear	Ln	9	10	2	n/a	2000
Javelin	Ln	8	10	2	n/a	1000
Spell Edge	Nj	13	5	1	Don't Act	16000
Ninja Edge	Nj	12	5	1	n/a	10000
Short Edge	Nj	10	5	1	n/a	7000
Ninja Knife	Nj	9	5	1	n/a	5000
Hidden Knife	Nj	8	5	1	n/a	3000
Scorpion's Tail	Sq, Nj	???	???	??	???	D.Dungeon
Morning Star	Sq, Nj	16	None	1	n/a	9000
Flame Whip	Sq, Nj	11	None	1	Fire 2	4000
Flail	Sq, Nj	9	None	1	n/a	1200
Chirjiraden	Sm	25	15	1	n/a	D. Dungeon
Masamune	Sm	???	???	??	???	"Stolen"
Kikuichimoji	Sm	15	15	1	n/a	22000
Muramasa	Sm	14	15	1	Draws blood to cure	15000
Kiyomori	Sm	12	15	1	n/a	10000
Heaven's Cloud	Sm	11	15	1	n/a	8000
Murasame	Sm	10	15	1	n/a	7000
Bizen Boat	Sm	9	15	1	n/a	5000
Koutetsu Knife	Sm	8	15	1	n/a	3000
Asura Knife	Sm	7	15	1	n/a	1600
Dragon Rod	Wz, Sm, Or	5	20	1	n/a	"Stolen"
Wizard Rod	Wz, Sm, Or	4	20	1	Magic +2	8000
Poison Rod	Wz, Sm, Or	3	20	1	Poison	500
Ice Rod	Wz, Sm, Or	3	20	1	Ice	400
Flame Rod	Wz, Sm, Or	3	20	1	Fire	400
Thunder Rod	Wz, Sm, Or	3	20	1	Bolt	400
Rod	Wz, Sm, Or	3	20	1	n/a	200
Gold Staff	Pr, Tm, Sm, Or	6	15	1	n/a	7000
Wizard Staff	Pr, Tm, Sm, Or	4	15	1	Magic +1	4000
Rainbow Staff	Pr, Tm, Sm, Or	5	15	1	n/a	2200
White Staff	Pr, Tm, Sm, Or	3	15	1	Cancel Death Sentence	800
Oak Staff	Pr, Tm, Sm, Or	3	15	1	n/a	120
Healing Staff	Pr, Tm, Sm, Or	4	15	2	Cures character it touches	"Stolen"
Octagon Rod	Or, Cl	12	20	2	Causes: darkness,silence,oil,poison	20000
Gokuu Rod	Or, Cl	10	20	2	Innocent	7500
Iron Fan	Or, Cl	9	20	2	n/a	4000
Musk Rod	Or, Cl	8	20	2	n/a	2400

ITEMS

Item	Effect	Cost
Potion	Restore 30 HP	50
Hi-Potion	Restore 70 HP	200
X-Potion	Restore 150 HP	700
Ether	Restore 20 MP	200
Hi-Ether	Restore 50 MP	600
Elixir	Restores all HP & MP	Fur Shop
Phoenix Down	Revives dead character	300
Holy Water	Cancel: Undead, Blood Suck	2000
Remedy	Cancel: Petrify, Oil, Frog, Poison, Sleep	350
Eye Drop	Cancel: Darkness	50
Maiden's Kiss	Cancel: Frog	50
Soft	Cancel: Petrify	100
Echo Grass	Cancel: Silence	50
Antidote	Cancel: Poison	50
Lightning Ball	Lightning Elemental, Power=8	250
Fire Ball	Fire Elemental, Power=8	250
Water Ball	Water Elemental, Power=8	250
Shuriken	Throwing Star, Power=4	50
Magic Shuriken	Throwing Star, Power=7	300
Yagyu Darkness	Throwing Star, Power=10	1000

ACCESSORIES

Accessory	Special	Cost
[illegible] Shoes	Magic+1, Move+1	10000
[illegible] Shoes	Speed +1	7000
[illegible] Shoes	Move+1, Jump+1	5000
[illegible] Boots	Always: "Float"	2500
[illegible] Boots	Cancel: Don't Move, Lightning	1500
[illegible] Boots	Jump +1	1200
[illegible] Boots	Move+1	1000
[illegible] Gauntlet	???	"Stolen"
Bracer	Physical +3	50000
Magic Gauntlet	Magic +2	20000
Power Wrist	Physical +2	5000
Salty Rage	Always: "Protect", "Shell"	Fur Shop
Setiemson	Females only, Magic +1, Always: "Haste"	Fur Shop
Cherche	Females only, Always: "Float", "Reflect"	D. Dungeon
Chantage	Females only, Always: "Reraise," "Regen"	"Stolen"
Angel Ring	Cancel: Dead, Darkness, Always: "Reraise"	20000
Reflect Ring	Always: "Reflect"	10000
Magic Ring	Cancel: Silence, Berserk	10000
Defense Ring	Cancel: Sleep, Death Sentence	5000
108 Gems	Cancel: Undead, blood suck, frog, poison	15000
Jade Armlet	Cancel: Petrify, Stop	10000
Diamond Armlet	Physical +1, Magic +1, Cancel: Slow	9000
Defense Armlet	Cancel: Don't Move, Don't Act	7000
N-Kai Armlet	Cancel: Confusion, Charm, Half: Dark	10000
Ranjen Mantle	???	G. Peak
Sorcerer Mantle	EV% 40, MagicEV% 30	20000
Dragon Mantle	EV% 28, MagicEV% 28	15000
Elf Mantle	EV% 25, MagicEV% 25	8000
Wizard Mantle	EV% 18, MagicEV% 18, Magic +1	2000
Leather Mantle	EV% 15, MagicEV% 15	800
Small Mantle	EV% 10, MagicEV% 10	300



TiP 13

If there is ever any point in the game where you happen to get stuck and just don't know what to do next, don't forget that the game comes packaged with an exceptional in-depth tutorial that does a good job explaining just about every aspect of the game in tremendous detail. Feel free to use it to learn about individual characters or just plain browse through it.

TiP 14

As is the case with most RPG titles, healing is key. Having a watchful eye on your adventure party's health is important enough for if you happen to get too caught up in the scenario of battle and are careless enough to let one of your members die, they aren't able to be used again until the next game. More importantly: Keeping Ramza alive is necessary, if you want to fight the same battle more than once. To do this effectively, you must learn how to utilize your team's healers (those with the necessary magic skills) in such a way that they will be able to help those in need as soon as possible. Also, your party that aren't fortunate enough to possess such a spell [illegible] options among their inventory of collected items.

Note: Items with ??? mean that info was not available as of press time.

SHIELDS

Shield	Equipped By	EV%
Genji Shield	Kn, Ar, Ge, Ln	43
Crystal Shield	Kn, Ar, Ge, Ln	40
Platina Shield	Kn, Ar, Ge, Ln	37
Diamond Shield	Kn, Ar, Ge, Ln	34
Aegis Shield	Kn, Ar, Ge, Ln	10
Flame Shield	Kn, Ar, Ge, Ln	31
Ice Shield	Kn, Ar, Ge, Ln	28
Gold Shield	Kn, Ar, Ge, Ln	25
Mythril Shield	Kn, Ar, Ge, Ln	22
Round Shield	Kn, Ar, Ge, Ln	19
Bronze Shield	Kn, Ar, Ge, Ln	16
Buckler	Kn, Ar, Ge, Ln	13
Escutheon	Kn, Ar, Ge, Ln	10

MEV%	Special	Cost
n/a	n/a	"Stolen"
15	n/a	21000
10	n/a	16000
15	n/a	12000
50	Magic +1	10000
n/a	Absorb: Fire, Half: Ice	6500
n/a	Absorb: Ice, Half: Fire	6000
n/a	n/a	35005
[illegible]	n/a	2500
n/a	n/a	1600
n/a	n/a	1200
3	n/a	700
3	n/a	400

ARMOR

Armor	Equipped By	HP+	MP+	Special	Cost
Black Costume	Everyone but Kn, Ln, Sm	100	n/a	Cancel: Stop	12000
Earth Clothes	Everyone but Kn, Ln, Sm	85	10	Earth, Strengthen: Earth	10000
Power Sleeve	Everyone but Kn, Ln, Sm	70	n/a	Physical +2	7000
Judo Outfit	Everyone but Kn, Ln, Sm	60	n/a	Physical +1, Cancel: Dead	4000
Brigandain	Everyone but Kn, Ln, Sm	50	n/a	n/a	2500
Wizard Outfit	Everyone but Kn, Ln, Sm	42	15	n/a	1900
Adaman Vest	Everyone but Kn, Ln, Sm	36	n/a	n/a	1600
Mythril Vest	Everyone but Kn, Ln, Sm	30	n/a	n/a	1500
Chain Plate	Everyone but Kn, Ln, Sm	24	n/a	n/a	900
Leather Plate	Everyone but Kn, Ln, Sm	18	n/a	n/a	500
Leather Outfit	Everyone but Kn, Ln, Sm	10	n/a	n/a	300
Clothes	Everyone but Kn, Ln, Sm	5	n/a	n/a	150
Light Robe	Kn, Pr, Wi, Tm, Su, Me, Or, Ge, Ln, Sm, Cl	75	50	n/a	30000
Black Robe	Kn, Pr, Wi, Tm, Su, Me, Or, Ge, Ln, Sm, Cl	60	30	Fire, Lightning, Ice	13000
White Robe	Kn, Pr, Wi, Tm, Su, Me, Or, Ge, Ln, Sm, Cl	50	34	Fire, Lightning, Ice	9000
Chameleon Robe	Kn, Pr, Wi, Tm, Su, Me, Or, Ge, Ln, Sm, Cl	40	28	Dead, Absorb: Holy	5000
Wizard Robe	Kn, Pr, Wi, Tm, Su, Me, Or, Ge, Ln, Sm, Cl	30	22	Magic +2	4000
Silk Robe	Kn, Pr, Wi, Tm, Su, Me, Or, Ge, Ln, Sm, Cl	20	16	n/a	2400
Linen Robe	Kn, Pr, Wi, Tm, Su, Me, Or, Ge, Ln, Sm, Cl	10	10	n/a	1200
Genji Armor	Kn, Ln, Sm	???	???	???	"Stolen"
Reflect Mail	Kn, Ln, Sm	130	n/a	"Reflect"	18000
Crystal Mail	Kn, Ln, Sm	110	n/a	n/a	19000
Carabini Mail	Kn, Ln, Sm	100	n/a	n/a	13000
Platinum Armor	Kn, Ln, Sm	90	n/a	n/a	9000
Diamond Armor	Kn, Ln, Sm	80	n/a	n/a	6000
Gold Armor	Kn, Ln, Sm	70	n/a	n/a	3600
Plate Mail	Kn, Ln, Sm	60	n/a	n/a	3000
Mythril Armor	Kn, Ln, Sm	50	n/a	n/a	2000
Chain Mail	Kn, Ln, Sm	40	n/a	n/a	1300
Bronze Armor	Kn, Ln, Sm	30	n/a	n/a	800
Linen Cuirass	Kn, Ln, Sm	20	n/a	n/a	600
Leather Armor	Kn, Ln, Sm	10	n/a	n/a	200

HELMETS

Helmet	Equipped By	HP+	MP+	Special	Cost
Thief Hat	Everyone but Kn, Ln, Sm	100	n/a	Speed +2, Cancel: Don't Move	35000
Flash Hat	Everyone but Kn, Ln, Sm	88	15	Magic +1, Speed +1	16000
Golden Hairpin	Everyone but Kn, Ln, Sm	80	50	Cancel: Silence	12000
Black Hood	Everyone but Kn, Ln, Sm	72	n/a	n/a	7000
Priest Hat	Everyone but Kn, Ln, Sm	64	20	Magic +1	6000
Twist Headband	Everyone but Kn, Ln, Sm	56	n/a	Physical +2	5000
Green Beret	Everyone but Kn, Ln, Sm	48	n/a	Speed +1	3000
Triangle Hat	Everyone but Kn, Ln, Sm	40	12	Magic +1	1800
Headgear	Everyone but Kn, Ln, Sm	32	n/a	Physical +1	1200
Red Hood	Everyone but Kn, Ln, Sm	24	8	n/a	800
Feather Hat	Everyone but Kn, Ln, Sm	16	5	n/a	350
Leather Hat	Everyone but Kn, Ln, Sm	8	n/a	n/a	150
Barette	Females Only	20	n/a	Cancel: dead,petrify,sleep,blood suck	"Stolen"
Genji Helmet	Kn, Ln, Sm	???	???	???	"Stolen"
Crystal Helmet	Kn, Ln, Sm	120	n/a	n/a	14000
Circlet	Kn, Ln, Sm	100	n/a	n/a	10000
Platina Helmet	Kn, Ln, Sm	90	n/a	n/a	8000
Diamond Helmet	Kn, Ln, Sm	80	n/a	n/a	6000
Cross Helmet	Kn, Ln, Sm	70	n/a	n/a	4000
Gold Helmet	Kn, Ln, Sm	60	n/a	n/a	2800
Mythril Helmet	Kn, Ln, Sm	50	n/a	n/a	2100
Barbuta	Kn, Ln, Sm	40	n/a	n/a	1500
Iron Helmet	Kn, Ln, Sm	30	n/a	n/a	1000
Bronze Helmet	Kn, Ln, Sm	20	n/a	n/a	500
Leather Helmet	Kn, Ln, Sm	10	n/a	n/a	200

Special Treasures

Although this is a list of the items I found in my adventure, there's sure to be more still. How many can you find?

- Adult's Bread
- Beetle Charm
- Black Cat
- Black Materia
- Blue Materia
- Book of Enavia
- Calcobrina
- Chocobo Cannon
- Diary of Nania
- Excalipar
- Four Gods Set
- Kid's Bread
- Longbunne Spear
- M-Fiction Novel
- M. Machine Gun
- Magi-Sword
- Magical Gun
- Malice Mask
- Minu Orb
- Parade Helmet
- Parasite Tree
- Rat Tail
- Red Materia
- St. Elmo's Fire
- Statue of Lylis
- Tarot of Ben
- Tobacco Pipe
- White Materia
- Wyuvule
- Yurgeivogue
- Zeni-Sword

Master Explorer List

Here is a list of all of the unexplored land that I found in the game. I'm sure there are more, even though I did become a "Master Explorer".

- Castle of Trials
- Chocobo Forest
- Crystal Tower
- Falgabird
- Floating Castle
- Forbidden Land Eureka
- Magic Continent
- Magic Train
- Matoya Cave
- Mirage Tower
- Pandemonium
- Ronkan Ruins
- Semite Falls
- Shrine of Chaos
- Touzas Village
- Tower of Babel

TIP 15

HIDDEN LEVEL!

[illegible] hidden level! After you've beaten quite a few of the [illegible] and progressed pretty far into the game (about 65 – 70 percent of the [illegible] Warlits Trade Center. You will be entertained there by a small bar scene with some warriors talking about a "Deep Dungeon." After this little scene, go outside and look at what happened. A trail to the small island in the southwest, Deep Dungeon, is now accessible. This hidden level actually has 10 separate floors inside. The problem however, is that the exits on all the lower floors aren't marked in any way, shape or form. (Some [illegible] decided to let us search hours searching for the right tiles.) It's [illegible] like trial and error because the exits appear somewhat at random. [illegible] know if you find one because it will say, "We found a path to conti[illegible] floor on the right tile. One good thing about it is the fac[illegible] [illegible] floor, it returns you to the world map with a [illegible] now accessible. In other words, you don't have to start on the first [illegible]. Let me tell you a couple [illegible] things about the Deep Dungeon (although [illegible] treasure. It has a lot of really tough monsters in it. There is a [illegible] special surprise at the end that involves a Boss fight. Did somebody say "13th Zodiac Stone"? [illegible]. The surname "Zodiac" has me tired. Boss issues, can my summoner learn it? If so, how? (SPOILER: Just figure out how to have [illegible] summoner take a hit from "Zodiac" while still surviving it, and he will learn it. Oh, and I forgot one thing: it's pitch-black [illegible] there. Have fun! You can't see a thing there!)

Fighting Bujitsu

system: Arcade
publisher: Konami
developer: Konami of Japan

strategy talk

We've heard so much buzz about Konami's incredible Cobra arcade system for a while now: its stunning graphics, its polygonal processing capacity, etc. But can you play a good game with it?

At the AMOA arcade show last year, we got a chance to try it, and, unfortunately, I was not highly impressed. Yes, the graphics were beyond top-notch, but it takes more than that to make a fighting game (read: Street Fighter 3 et al.).

Well, Bujitsu has been revamped, and I had a good time playing it. The lack of jumps is a little annoying, but the game is a straight-up martial arts simulator. The game is reminiscent of Virtua Fighter, except tighter and easier to get down. The one thing about the game I wish wasn't there are the "One-Hit Knockout" moves. I understand Konami wanted anyone to be able to do a cool move, but look what happened with auto combos and Mortal Kombat...

—Mark "Kenny" Hain

strat-stats

best looking?
close to VF3, if not better

challenge:
medium to hard

console coming?
tough to do but probably

deadlines missed:
all of them?

Change Costume
Each button changes your outfit, the Kick button being the wildest.

Martial Symbol Gauge
Probably the weakest part of Bujitsu is this gauge. When lit, you can perform a simple move for BIG damage.

Key
- Tap Direction
- Hold Direction
- Guard
- Punch
- Kick

FIGHTING 武術 BUJITSU

Hibiki

Hibiki is the basic Akira-type character. He is average with both punches and kicks. His combos use both as well; however, his most devastating combos are punches. His fighting style is Okinawan Karate.

- Knee Kick
- Lunge Punch
- Backhand Strike
- Storm Fist
- Double Knee Kick
- Combo 1
- Combo 2
- Combo 3
- Combo 4
- Combo 5

Heifu

Heifu is basically a grappler, but he has some devastating combos as well. His Bear Claws take off massive damage, but they leave you open. His fighting style is Rakan-ken.

- Killer Bear Claws
- Combo 1
- Combo 2
- Death Bear Claws
- Combo 3
- Combo 4
- Combo 5
- Combo 6
- Combo 7
- Combo 8

Ran Fun

She is a speedy fighter—quick movements and calculated taps that eventually take your energy down. Her combos don't do that much damage but the speed allows for easy hits. Her fighting style is Taikyokuken.

- Power Attack
- Combo 1
- Combo 2
- Combo 3
- Combo 4
- Combo 5
- Combo 6
- Combo 7
- Combo 8
- Combo 9

Scorpion

Another one of the secret characters, Scorpion has speed and power. She uses mostly punches, but has a few deadly kick moves plus big grapple moves. Her fighting style is Martial Arts.

- Fire Fox
- Spinning Tomahawk
- Hedgehog Spin
- Step Double Kick
- Durango Shot
- Shoulder Throw
- Lock Eye II
- Desert Storm (Grapple)

Cobra

Cobra is the Boss in Bujitsu, so as you can imagine he is excellent in every arena. His Knee and Shin Kicks are excellent and he has good range. He uses Muay-thai.

Combo 1
Combo 2
Combo 3
Combo 4
Combo 5
Combo 6
Combo 7
Combo 8
Combo 9

Sho Fu

Sho Fu looks and acts like he should be using a staff. He uses his arms quite a bit, and can lie down a la Lei from Tekken. His style is Rakan-ken.

Combo 1
Combo 2
Combo 3
Combo 4
Combo 5
Combo 6
Combo 7
Combo 8
Combo 9

Hua Yue

Hua Yue has some excellent kick moves and combos. Her punch moves are strong as well, and her One-Hit is one of the best in the game. Her style is Kei-i-ken.

Double Punch
Reverse Double Punch
Power Palm (Grapple)
Whirling Elbows
Triple Punch
Monkey Step
Combo 1
Combo 2
Combo 3

Shin Kue

Hmm, can you say Wang? Well, unlike Wang, Shin doesn't lunge at you or Hop Kick around, but his special moves are really powerful. His fighting style is Taikyokuken.

Combo 1
Combo 2
Combo 3
Combo 4
Combo 5
Combo 6
Combo 7
Combo 8
Combo 9

Setsuna

Setsuna has gone through some changes. He used to be mostly a punch character but has been balanced a little more. His combos are mostly punches. His style is Koppo Karate.

Combo 1
Combo 2
Combo 3
Combo 4
Combo 5
Combo 6
Combo 7
Combo 8
Combo 9

Youn

Youn uses basic karate, so he's almost totally average between punches and kicks, although slightly heavy on the kicks. His fighting style is Tae Kwon Do.

Special Move 1
Special Move 2
Special Move 3
Special Move 4
Combo 1
Combo 2
Combo 3
Combo 4
Combo 5

Tsubaki

Quick, yet has medium power. She uses a style called Jyu-jyutsu.

Special Move 1
Special Move 2
Combo 1
Combo 2
Combo 3
Combo 4
Combo 5
Combo 6
Combo 7

Tetsushin

Tetsu is a punch character with some kicks. His style is I-ken.

Combo 1
Combo 2
Combo 3
Combo 4
Combo 5
Combo 6
Combo 7
Combo 8
Combo 9

No Good Gofer

system Pinball
publisher Midway
developer Midway

strategy talk

Your goal: Get TNT and blow pesky gophers out of their holes, à la *Caddyshack*. Knock them back down (when lit) to light locks and play multiball. Get TNT by shooting the center ramp when lit; hit the center ramp again to blow gophers out. The two lamps below the entrance to the center ramp will tell you when you have enough TNT.

—*Mark "Kenny" Hain*

Multiball Jackpots

Shoot the side ramp to collect the Multiball Jackpot. The value grows by 1 million with each jackpot collected. This carries over from ball to ball.

After collecting a jackpot, the Slam Ramp will lower with each left return lane to try for the Super Jackpot. Make a Hole-in-One to collect a **2x Jackpot** the first time, an **Extra ball** the second time and a **Special** the third time.

Shooting the right ramp will relight the single **Jackpot**. Collecting a **Super Jackpot** automatically relights Jackpot.

strat-stats

difficulty?
dunno, I suck at pinball

best pin company?
you have to ask?

movie rip-off?
Caddyshack

theme of next pin:
boxing

The Ramp

The ramp is your way to the upper level including the Hole-in-one.

The Gofers

Whack them on the head to lower your golf score by one stroke.

Jet Bumpers

Hitting them raises the Sand Trap award value. Hitting the **ADV JETS** target lights up the jet bumpers from off to lit to flashing. When all three jet bumpers are flashing, Super Jets are lit for big points.

Cart Paths

Shooting the outer orbits completes one cart path. When lit from a ball return lane, you advance one lamp on the multiplier string below. **Making 5X the first time lights an extra ball.** Shooting multiple cart paths in succession gives big combo points, so make as many as quickly as you can!

Spinning Whirlwheel

The wheel is under your control! **Hit the cart paths, captive ball or jet bumpers** to nudge and spin the wheel. When you putt out, your award will be whatever the flashing wheel pointer is pointing to:

Lite Extra Ball, Cart Attack, Gofer Attack, Quick Jackpot, Warp, Pop-A-Gofer, Lite Outlanes, Player's Choice, Free Lock, Speed Golf, Lite Ripoff, Bad Shot, Hole in One, Lite Kickback, Big Spinners, Gofer's Choice.

Playing Golf

Complete nine holes of golf to play the big Hole-in-One Challenge! Your current hole is blinking on the string of nine lamps just above the flippers.

Each hole starts with a certain amount of strokes: a par value.

Landing in the Sand Trap or draining the ball adds one stroke to your count. Your current count is shown in lamps two through seven just above the hole lamps. The only way to get a 1 is from a Hole-in-One shot.

Shoot **DRIVE** lamps when lit (see arrows) to advance you toward the putting green. Shoot the putting green to complete the hole and get your award from the Spinning Whirlwheel.

Your bonus is based on the number of strokes made for each hole, multiplied by the Cart Path multiplier.

7 Strokes = 10,000	6 Strokes = 25,000
5 Strokes = 50,000	4 Strokes = 75,000
3 Strokes = 100,000	2 Strokes = 125,000
1 Stroke = 250,000	

Locking Balls and Multiball

Blow the gophers out of the ground by collecting **TNT** and then shooting the **RAISE GOFER** shot. Both shots are on the center ramp. Knock down the gophers, Bud first and then Buzz, to open the lock behind each gopher. Lock a ball behind each gopher to enable Multiball. Shooting the Putting Green when Multiball is lit starts Multiball.

Official U.S. PlayStation Magazine

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MK4 Rev. 3

system: Arcade
publisher: Midway
developer: Midway

strategy talk

This will probably be the last time we cover MK4. Revision 3 is not a huge update. Basically there were some bugs in Revision 2, and along with fixing the problems Midway added a new move for a couple of the characters, new fatalities for most of the characters and a new stage fatality on Goro's Lair. Probably the coolest new addition to MK4 is Meat. He's just a character that mimics any of the 15 characters in the game, but the cool part is he looks like something out of *Hellraiser*.

One interesting gameplay change is the tweaking of the combo engine. The whole story isn't known yet, but a High Kick can be used to start a combo now, and some combos that worked before don't work now. Thanks to Midway for the first pics of the new fatalities (but no thanks to Boon for not giving the actual moves—just kidding, sort of).

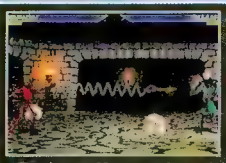
Well, we've heard that MK4 will reach homes by summer. I hope they can keep the look of the game intact.

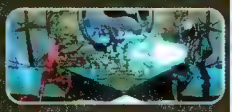
–Mark "Kenny" Hain

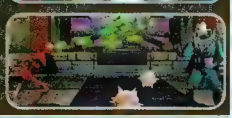
strat-stats

last MK update?
probably
best new item:
the fatalities
console coming?
maybe by summer!
Mt. Dews consumed:
too many to count
newest Midway title:
Hyperdrive (3dFX!)

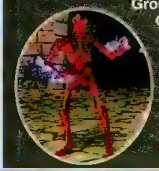
MEAT







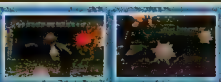
To play as Meat, go through all the characters in the Group Mode. Once you do this, Meat is accessible. He mimics any of the kombatants.



Basics Combos

The MK4 combo system has been slightly changed. There is still a maximum damage cap and combos are still less like MK3 and more like MKs 1 & 2. Still, you can now start combos with an HK, among other things.

The Best



Various other updates:
- There's a new stage fatality for Goro's Lair.
- There are now mines on the tomb level.
- Several new Kombat Kodes, although only a couple are interesting.
- New moves for a couple of the characters.
- Minor bug flaws are now fixed.

The Weapons

Some weapons were added in Rev. 2; two new swords and a mace are in Rev. 3.

FATALITY

Kai throws a blade at you and decapitates you.

REV 3 UPDATE

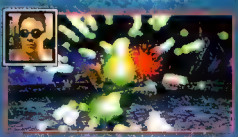
Reiko throws a ton of razors at you and skewers you.

FATALITY

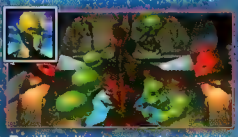
Scorpion turns into...er, a scorpion and stings you.

Raiden lifts you into the air, electrocutes and blows you up.

Liu Kang launches you into the air and fireballs you.



Cage charges up his uppercut and knocks your head off.



Reptile spits at you and you begin to look like Meat.

Jarek mows you down with Kano-style Eye Beams.

Jax smashes your head right off yet again.

Two skeleton hands rise up and clap to smash you.

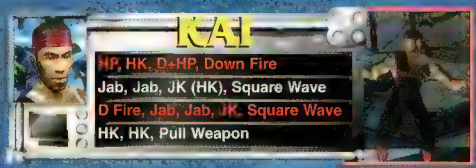
Sub-Zero freezes you and then uppercuts you into 100 pieces.

Fujin raises you into the air and rips your skin off.

NONE

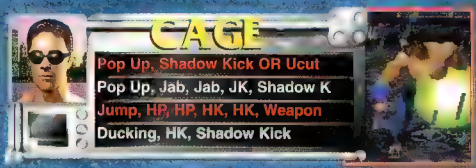
NONE

NONE



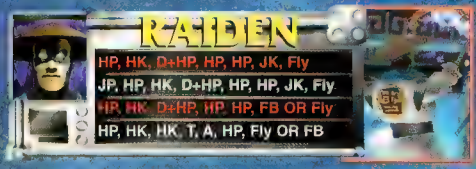
KAI

HP, HK, D+HP, Down Fire
Jab, Jab, JK (HK), Square Wave
D Fire, Jab, Jab, JK, Square Wave
HK, HK, Pull Weapon



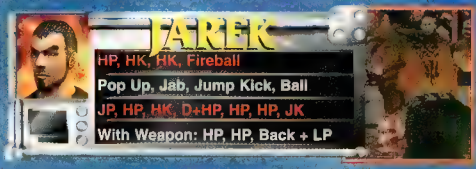
CAGE

Pop Up, Shadow Kick OR Ucut
Pop Up, Jab, Jab, JK, Shadow K
Jump, HP, HP, HK, HK, Weapon
Ducking, HK, Shadow Kick



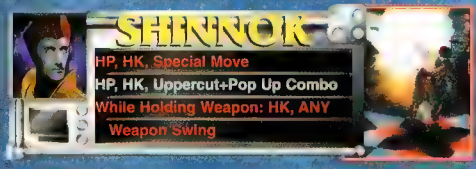
RAIDEN

HP, HK, D+HP, HP, HP, JK, Fly
JP, HP, HK, D+HP, HP, HP, JK, Fly
HP, HK, D+HP, HP, HP, FB OR Fly
HP, HK, HK, T, A, HP, Fly OR FB



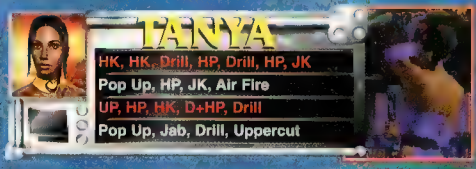
JAREK

HP, HK, HK, Fireball
Pop Up, Jab, Jump Kick, Ball
JP, HP, HK, D+HP, HP, HP, JK
With Weapon: HP, HP, Back + LP



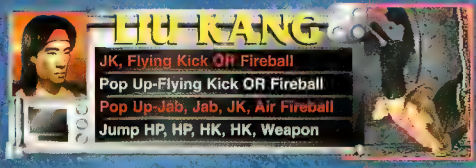
SHINNOK

HP, HK, Special Move
HP, HK, Uppercut+Pop Up Combo
While Holding Weapon: HK, ANY
Weapon Swing



TANYA

HK, HK, Drill, HP, Drill, HP, JK
Pop Up, HP, JK, Air Fire
UP, HP, HK, D+HP, Drill
Pop Up, Jab, Drill, Uppercut

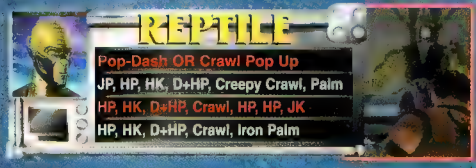


LIU KANG

JK, Flying Kick OR Fireball
Pop Up-Flying Kick OR Fireball
Pop Up-Jab, Jab, JK, Air Fireball
Jump HP, HP, HK, HK, Weapon

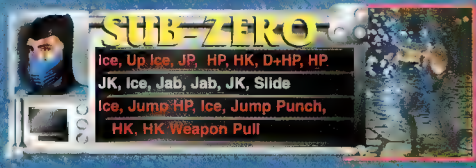
FUJIN

Lift, Slam, Lift, Slam, Uppercut
Lift, Slam, Lift, Slam, Jab, JK
Pop Up, JK
JP, HP, HK, D+HP, HK, Knee



REPTILE

Pop-Dash OR Crawl Pop Up
JP, HP, HK, D+HP, Creepy Crawl, Palm
HP, HK, D+HP, Crawl, HP, HP, JK
HP, HK, D+HP, Crawl, Iron Palm

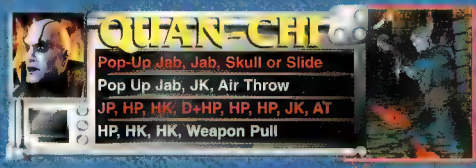


SUB-ZERO

Ice, Up Ice, JP, HP, HK, D+HP, HP
JK, Ice, Jab, Jab, JK, Slide
Ice, Jump HP, Ice, Jump Punch,
HK, HK Weapon Pull

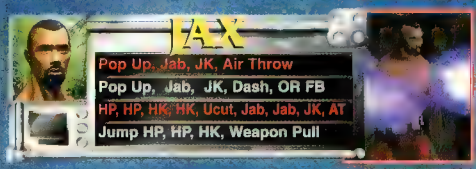
SCORPION

JK(HK), Teleport, Spear, Uppercut
JK(HK), JK(HK), Port, JK(HK), AT
HK, HK, T, T, HK
HP, HK D+HP Spear, HP, HK, T+HK



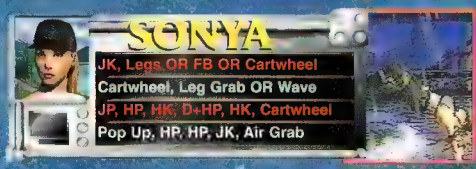
QUAN-CHI

Pop-Up Jab, Jab, Skull or Slide
Pop Up Jab, JK, Air Throw
JP, HP, HK, D+HP, HP, HP, JK, AT
HP, HK, HK, Weapon Pull



JAX

Pop Up, Jab, JK, Air Throw
Pop Up, Jab, JK, Dash, OR FB
HP, HP, HK, HK, Ucut, Jab, Jab, JK, AT
Jump HP, HP, HK, Weapon Pull



SONYA

JK, Legs OR FB OR Cartwheel
Cartwheel, Leg Grab OR Wave
JP, HP, HK, D+HP, HK, Cartwheel
Pop Up, HP, HP, JK, Air Grab

REIKO

Pop-Flip Kick, Teleport Throw
Pop-HP, Flip K, JK, Teleport Throw
HK, HK, Flip K, HP, HP, JK, Port Throw
Pop Up, Flip Kick, HP, HP, Stars

MORTAL KOMBAT 4
REVISION 3

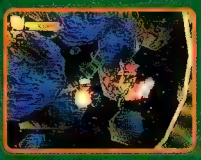
Game Over

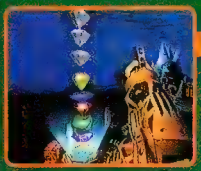
Spin into Dr. Cortex while dodging the obstacles.

GOOD ENDING

How To Beat Dr. Cortex: This guy is easy to beat. Chase him through a narrow path filled with obstacles. Get close to the doctor, then spin attack him. Asteroids or mines, if hit, will slow you down.

Ending Story Line: Crash wakes up on a beach alongside his sister. Far above lies Cortex's enormous ship, still intact. It can cause trouble for Crash in the future. This is not the best ending for sure. Better find those gems.



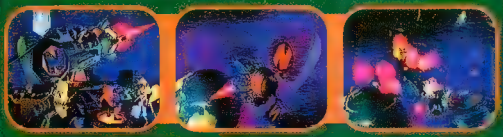


If you've collected all of the gems, there will be no Boss.

BEST ENDING

How To Get It: You must have found every gem in the game.

Ending Story Line: All of the gems you have found become ammunition for a giant orbit-reaching laser. With a mighty shot, the battleship is blown to smithereens. All is well with the world, as the credits go by. Congratulations!



Level	Gems	Boxes
Level 1: The Turtle	102	Purple, Box, Big Blue
Level 2: Snow Go	74	Purple, Box, Big Red
Level 3: Hang Eight	74	Purple, White, Box
Level 4: The Pits	53	Purple, Box
Level 5: Crash Dash	44	Purple, Box
Level 6: Snow Biz	124	Purple, Box
Level 7: Air Crash	102	Purple, White, Box
Level 8: Bear It	48	Purple, Box
Level 9: Crash Crush	57	Purple, Box
Level 10: The Eel Deal	80	Purple, Box, Big Green
Level 11: Plant Food	53	Purple, Box, Big Yellow
Level 12: Sewer or Later	56	Purple, White, Box
Level 13: Bear Down	51	Purple, Box
Level 14: Road to Ruin	89	Purple, White, Box
Level 15: Un-Bearable	58	Purple, Box
Level 16: Hangin' Out	93	Purple, Box
Level 17: Diggin' It	95	Purple, White, Box
Level 18: Cold Hard Crash	155	Purple, White, Box
Level 19: Ruination	84	Purple, White, Box
Level 20: Bee-Having	100	Purple, Box, Big Purple
Level 21: Piston it Away	69	Purple, White, Box
Level 22: Rock It	39	Purple, Box
Level 23: Night Flight	46	Purple, White, Box
Level 24: Pack Attack	46	Purple, Box
Level 25: Spaced Out	89	Purple, White, Box
Level 26: Totally Bear	40	Box
Level 27: Totally Fly	44	Box

- **Box Gems:** Break all of the boxes in a level, and you'll be granted one of these.
- **Purple Crystal:** These are hidden in almost every level—but easy to find.
- **Other Special Gems:** There are five big colored gems that must be found to turn on platforms in other levels. Other white gems can be found in secret areas or by special means: not dying in a level, beating a time limit, breaking no boxes, etc.

Warp No. 1 (to Level 2): Enter Level 7. When you reach the surfboard, jump on the floating crates instead to find an isolated platform on the right.

Warp No. 2 (to Level 7): Enter Level 13. Once at the level end, turn back. The warp is in the middle of icy waters behind you—jump on the icebergs.

Warp No. 3 (to Level 14): Body slam a suspicious-looking piranha plant in Level 17.

Warp No. 4 (to Level 26): Enter Level 15. At the end, do a Sliding Jump back across the final chasm. Find the little bear and ride him to the hidden world.

Warp No. 5 (to Level 27): To get here, you must be in Level 16. Find a hole near the purple gem and fall in. Get past three spiky robots.

TIME TO COMPLETE:	24 HOURS
NO. OF ENDINGS:	2
NO. OF BOXES:	1,985

ELECTRONIC GAMING MONTHLY and EGM²

have 3 BONUS magazines coming your way this fall!

Hey Gamers!
This time of year there are so many cool games coming our way it's hard to find enough space to tell you about 'em all. That's why we have *EGM* and *EGM²* special issues like the ***1998 Video Game Buyer's Guide***, ***Guide to Sports Video Games*** and ***Video Games for the Nintendo 64***. Although these mags are created by your favorite *EGM* and *EGM²* editors, they contain lots of information **not found** in the pages of *EGM* and *EGM²*. Let me tell you a little about each...

1998 Video Game Buyer's Guide
Put together by Dan Hsu and the rest of the Review Crew, this mag tells you our pick for this year's best system and which games you should buy! We also have our Good, Bad and Silly look back on the gaming industry, along with a massive trick index and game review chart with over 1,300 games listed and rated! Plus, go behind the scenes with Shigeru Miyamoto on the future of Nintendo, and take a top-secret look at the world of video game-controller design.

Video Games for Nintendo 64
Written by brand-spankin' new Review Crew guy (and Nintendo-book veteran) John Ricciardi, this mag has everything you've ever wanted to know about the N64. It's packed with reviews of all the new N64 games, previews of more than 20 hot new titles, a huge tips-and-tricks section and—best of all—strategy guides for all of your favorite games. John just got back from Japan with the latest Nintendo news, and he's itchin' to unload it all in this special issue.

Sports Video Games
Tired of watching the other team make all the big plays? Want to know which sports games you should even bother playing? *EGM*'s guide will satisfy all of your sports-gaming needs with comprehensive strategies, interviews, in-depth previews and a hard-hitting review lineup of the ultimate sports titles. Watch for the huge Madden 64 behind-the-scenes blowout and an interview with legendary Q-back Brett Favre. *EGM*'s armchair jock Kraig Kujawa is writing this sucker, which focuses mainly on football, basketball and hockey titles. Watch for it!

Crispin Boyer
EGM Review Crew
Features Editor

1998 VIDEO GAME BUYER'S GUIDE
On Sale Nov. 11, 1997

VIDEO GAMES FOR THE NINTENDO 64 Volume 3
On Sale Nov. 25, 1997

SPORTS VIDEO GAMES
On Sale Dec. 2, 1997

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Next Month

EGM²

Feature Story

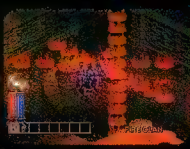
April 1998

You would be a fool to miss our April issue because it will be packed with strategy guides on the hottest games.

Return to Gex: Enter the Gecko with part two of the guide. All of the remote locations for the second half of the game'll be provided plus detailed Boss strategies.

Diablo was awesome on the PC; next month learn the ins and outs of the PS version.

Some fighting games bring the animal out in us, however, Bloody Roar will actually make it happen! Each character and his/her animal counterpart will be explored in detail in the April issue.



All the cool spells, like this multiple firewall, will be in the Diablo strategy.

In Bloody Roar, catch a meanie by his toe, and if he hollers...fling 'em outta da ring!

Electronic Gaming Monthly™

Feature Story

The number of RPGs in the last year has surged. Find out which ones are worthwhile and why.

April 1998

1998 Opening Day is almost here, and so is Sony's MLB 99.

RPGs and baseball games. Can you think of two different types of games that go so well together? We sure can't, so look for *EGM*'s previews of EA's Triple Play 99 and Sony's MLB 99 in addition to our comprehensive RPG Buyer's Guide.

Additionally, this may shock you—there's more to gaming than just baseball and RPGs, and by that we mean Tekken. After a long wait, Tekken 3 is almost ready to hit the PlayStation. We'll take an in-depth look at the latest edition of Namco's franchise fighting game. N64 owners need not despair, however, as we'll preview Rampage and review Quake 64.

Official U.S. PlayStation Magazine

Feature Story

April 1998

April showers got you stuck indoors? Never fear! *OPM* is guaranteed to brighten your dreariest day with the hottest game demos around. Go for the three count in WCW Nitro, blast evil-doers in One, go spelunking in Pitfall 3-D or show off your amazing puts in Hot Shots Golf. Plus, check out viewable demos of Grandstream Saga and the out-of-this-world 3-D platform/shooting game, Blasto.

Also, find out what horrors our reconnaissance team unearthed during their visit to Raccoon City in our tell-all Resident Evil 2 strategy.

All of this and much more will be in the April issue of *OPM*.

Try the quirky yet addictive Hot Shots Golf on our next demo disc.

Feeling a bit torn cuz you don't know what to do next in Resident Evil 2? Check out our top-secret guide.

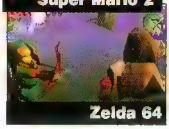
NEW RELEASES & UPCOMING TITLES

US N64 Titles
1080 Snowboarding
Banjo-Kazooie's Great Adv.
Forsaken
GASP!
Mission Impossible
Mystical Ninja 64
NBA in the the Zone
Olympic Hockey '98
Quake 64
Quest 64
Twisted Edge Snowboarding
Turok II
WWF War Zone
Yoshi's Story
Z-Axis Basketball

US PlayStation Titles
C
Cardinal SYN
Crime Killer
Diablo
F.F. Tactics
Forsaken
Klonoa
March Madness '98
Megaman Neo
Newman/Haas Racing
Ninja
Pitfall 3D: BTJ
Saga Frontier
Sentinel 2
Vigilante 8
Z-Axis Soccer

U.S. Saturn Titles
Burning Rangers
Dead or Alive
Dungeons and Dragons
Magic Knight RayEarth
Ninja
Quake
Panzer Dragoon Saga
Power Boat Racing
SF Collection
Sonic R
Tactic Fighter
Thunder Force 5
Virtual Striker 2
Zap
Zero Divide: Final Conflict

Import N64 Titles
Art of Fighting Twin
F Zero 64
Hybrid Heaven
Kirby's Air Ride
Mother 3
Puyo Puyo 64
Rev Limit
Robotech 64
Sumo 64
Super Mario 2
Zelda 64



Import PlayStation Titles
Advanced VG2
Brave Prove
Choro Q Jet Rainbow
Crisis City
Escapers
Graduation M
King of Fighters '97
Lost Sword
Parasite Eve
R-types
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Tamagotchi
TEKKEN 3 - call for details
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Eve: The Lost One
Graduation Album
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Keriotosse
Pia Carrot
Pretty Sammy - Feelings of the hearts
Prince Quest
Princess Maker II
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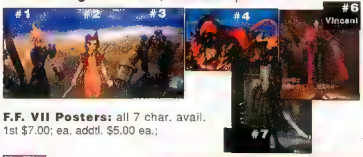

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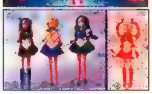

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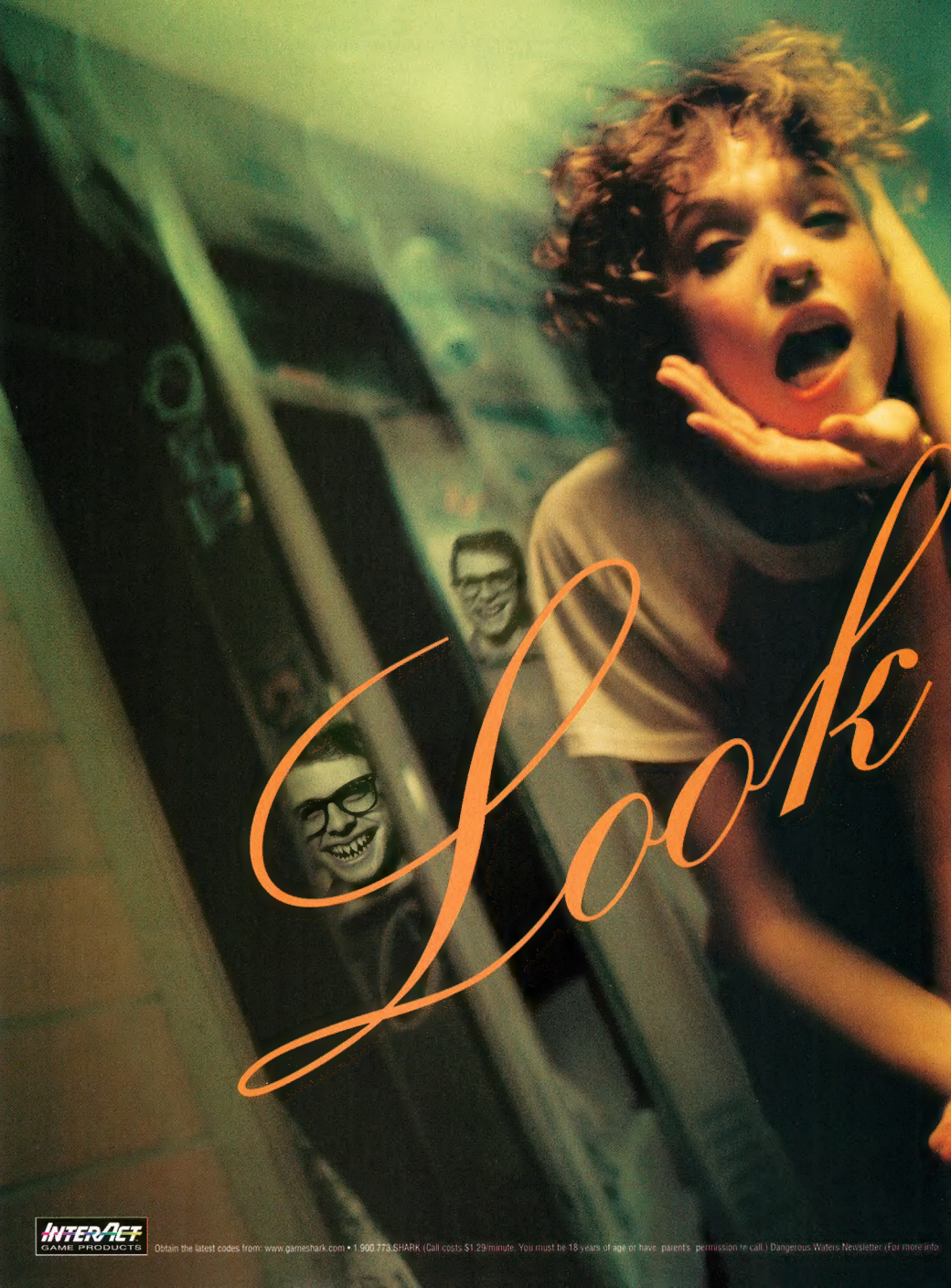

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